

GUIDE TO PATHFINDER SOCIETY ORGANIZED PLAY

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Event organizers may print additional copies of this guide to provide to new players at their events. Please do not distribute this document digitally; instead ask players to download their own free copy of the document at paizo.com/pathfindersociety. That way Pathfinder Society Organized Play campaign staff can contact them directly to inform them of updates to this document.

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CHAPTER 1

PATHFINDER SOCIETY BASICS



Pathfinder Society Organized Play is a worldwide fantasy roleplaying campaign that puts you in the role of an agent of the Pathfinder Society, a legendary league of explorers, archaeologists, and adventurers dedicated to discovering and chronicling the greatest mysteries and wonders of an ancient world beset by magic and evil. The campaign's home base is sprawling Absalom, the so-called City at the Center of the World that stands astride the great Inner Sea on the mountain-capped Isle of Kortos. A Pathfinder's adventures explore the dark alleys and political intrigues of Absalom between far-flung travels to the most interesting and exotic locales in the world of the Pathfinder Roleplaying Game.

This guide presents everything you need to know to participate in this exciting, dynamic campaign. But you will not be alone! Thousands of other gamers gather in their homes, in game stores, at conventions, and even online to play, report on their adventures, and influence the fate of the Pathfinder world.

Pathfinder Society Organized Play is powered by the Pathfinder Roleplaying Game, an evolution of the 3.5 edition of the world's oldest roleplaying game. While similar in many respects to 3.5, the Pathfinder Roleplaying Game is a new system with enhanced base classes, new feats, redesigned spells, clarified and expanded combat rules, and many other improvements.

The *Pathfinder RPG Core Rulebook* is available at game stores and bookstores, and online at paizo.com. In addition to being published in a traditional hardcover format, the *Core Rulebook* is also available as an affordable and fully searchable bookmarked PDF (\$9.99), and all the rules from the *Core Rulebook* can also be found online for free as part of the Pathfinder Roleplaying Game Reference Document at paizo.com/prd.

Organized Play

In an organized play campaign, your character exists in a common setting shared by thousands of other gamers from around the world. In each Pathfinder Society game, your character experiences a short, one-sitting adventure (or "scenario") that is a single episode in a continuing story. You can take your character to any public Pathfinder Society event anywhere in the world, and while the Game Master and your companions might change every time you play, your character advances as normal. Over time, campaigning in an organized play environment offers a uniquely immersive experience, as your diverse companions add depth and character to the campaign world. It's also a great way to get in touch with other local gamers, meet new people, and play

regularly without all the prep work and scheduling of a traditional campaign.

Alternatively, some players prefer to keep their Pathfinder Society experience limited to a familiar group of friends, using the Pathfinder Society character creation rules, adventure scenarios, and reward structure as the framework for a private campaign. Either approach is a valid way to experience the campaign, and many players enjoy a combination of public and private adventuring.

Because an organized play campaign takes place in a shared-world environment, a few additional rules are required to ensure that all players at all tables share a similar experience, no matter who is running the game. This guide outlines these special rules, ensuring a level playing field for all. Please read over the contents of this guide carefully.

The Core Assumption

The leadership of this campaign assumes that you will use common sense in your interpretation of the rules. This includes being courteous and encouraging a mutual interest in playing, not engaging in endless rules discussions. While you are enjoying the game, be considerate of the others at the table and don't let your actions keep them from having a good time too. In short, don't be a jerk.

Pathfinder Society Organized Play assumes that every player has the following resources.

- *Pathfinder RPG Core Rulebook*
- *Pathfinder Campaign Setting: Pathfinder Society Field Guide*
- *Guide to Pathfinder Society Organized Play* (this document)

Additionally, a GM should have access to all books in the Pathfinder Roleplaying Game line of hardcover rulebooks, whether a physical or electronic copy. The rules content of these books can be found online for free as part of the Pathfinder Roleplaying Game Reference Document located at paizo.com/prd. Unless noted otherwise in this guide, everything contained in the *Core Rulebook* (except artifacts, evil items, and intelligent items) and *Pathfinder Society Field Guide* is legal for Pathfinder Society play. Players whose characters utilize creatures from an approved Additional Resource as companions or familiars are required to have that reference at the table.

In addition to having these materials, players and Game Masters are expected to be familiar with the official Pathfinder Society Organized Play FAQ at paizo.com/pathfindersociety/faq. If a clarification on the FAQ pertains to your character, you are expected to bring a copy of the relevant sections to any Pathfinder Society Organized Play game.

Additional Resources

Paizo Publishing produces a wide range of sourcebooks that further explore the game rules and world of Pathfinder.

THE PATHFINDER SOCIETY WEBPAGE

Do you have a question about the rules in this guide, or want to find or set up a Pathfinder Society event in your area? Join the vibrant Pathfinder Society community online by participating in the official Pathfinder Society messageboards at paizo.com/pathfindersociety. Your feedback helps us improve Pathfinder Society Organized Play, so drop by and tell us what we can do to enhance your Pathfinder Society experience!

These volumes contain a huge variety of options to help you customize your character. You can view a frequently updated list of all campaign-legal Additional Resources online at paizo.com/pathfindersociety/resources. In order to utilize content from an Additional Resource, a player must have a physical copy of the Additional Resource in question, a name-watermarked Paizo PDF of it, or a printout of the relevant pages from it, as well as a copy of the current version of the Additional Resources list. You must inform the Game Master that you plan to use Additional Resource material before play begins, so he has a chance to familiarize himself with the new material.

The Pathfinder Society Community

You may not simply ignore rules clarifications made by the campaign leadership, including the campaign coordinator and campaign developer, on the paizo.com messageboards. GMs are not required to read every post on the messageboards, but GMs familiar with rules clarifications made by the campaign leadership (which have not been superseded by the *Guide to Pathfinder Society Organized Play* or FAQ) must abide by these clarifications or rulings. If it is a significant clarification, it will be updated in the FAQ, and later in the *Guide to Pathfinder Society Organized Play* if necessary.

Getting Started

All Pathfinder Society players must register themselves and their characters online at paizo.com/pathfindersociety. When you register, you'll receive an official Pathfinder Society Number. **Keep your Pathfinder Society Number handy and bring it with you to every Pathfinder Society event you attend.** Paizo uses this number to record the adventures your character has completed and the prestige she has gained. Each character you create has a unique number appended to your Pathfinder Society Number, so if your number is 6734, the second character you create will be 6734-2.

If you're beginning your Pathfinder Society experience at a public convention or game store event, your event coordinator will provide a temporary card with a Pathfinder Society Number and confirmation code on it. You can use this card until you get a chance to register



your character. When you register your character at paizo.com/pathfindersociety, enter this number and the confirmation code, and your early adventures will be automatically linked to your new official record.

If you don't have time to create a new character or simply wish to try out a new character class, you may choose to use one of several level-appropriate pregenerated characters available at paizo.com/pathfindersociety or from your local event coordinator. If you play a 1st-level pregenerated character, you can apply the credit for her first adventure to a newly created character of your very own. If you play a non-1st-level pregenerated character, you can apply the credit to your character as soon as she

reaches the level of the pregenerated character played. You may also opt instead to apply the credit from the non-1st-level pregenerated character played to a newly created character with the gp gained reduced to 500 gp (or 250 for characters using the slow advancement track). You do not lose access to Prestige Points, boons, and items listed on the Chronicle sheet that were earned during the adventure. Equipment listed on the pregenerated character sheet may only be sold to clear conditions such as death or during the play of a sanctioned event, and any remaining gold does not carry over at the end of the adventure.

Creating a Character

Chapter 2 of the present guidebook contains step-by-step instructions to help you create your official Pathfinder Society character. Unless you plan to select an official pregenerated character, read these rules carefully, as they contain a few adaptations to ensure that characters are suitable for the organized play environment. Chapters 3 and 4 provide information on the Pathfinder Society organization, the city of Absalom, and the scheming factions that seek to control it. Knowing this material and incorporating it into the way you play your character help to increase the immersive nature of the campaign, and should inform the mechanical choices you make when creating your character.

After you have created your character, you must register it with your Pathfinder Society Number online at paizo.com/pathfindersociety.

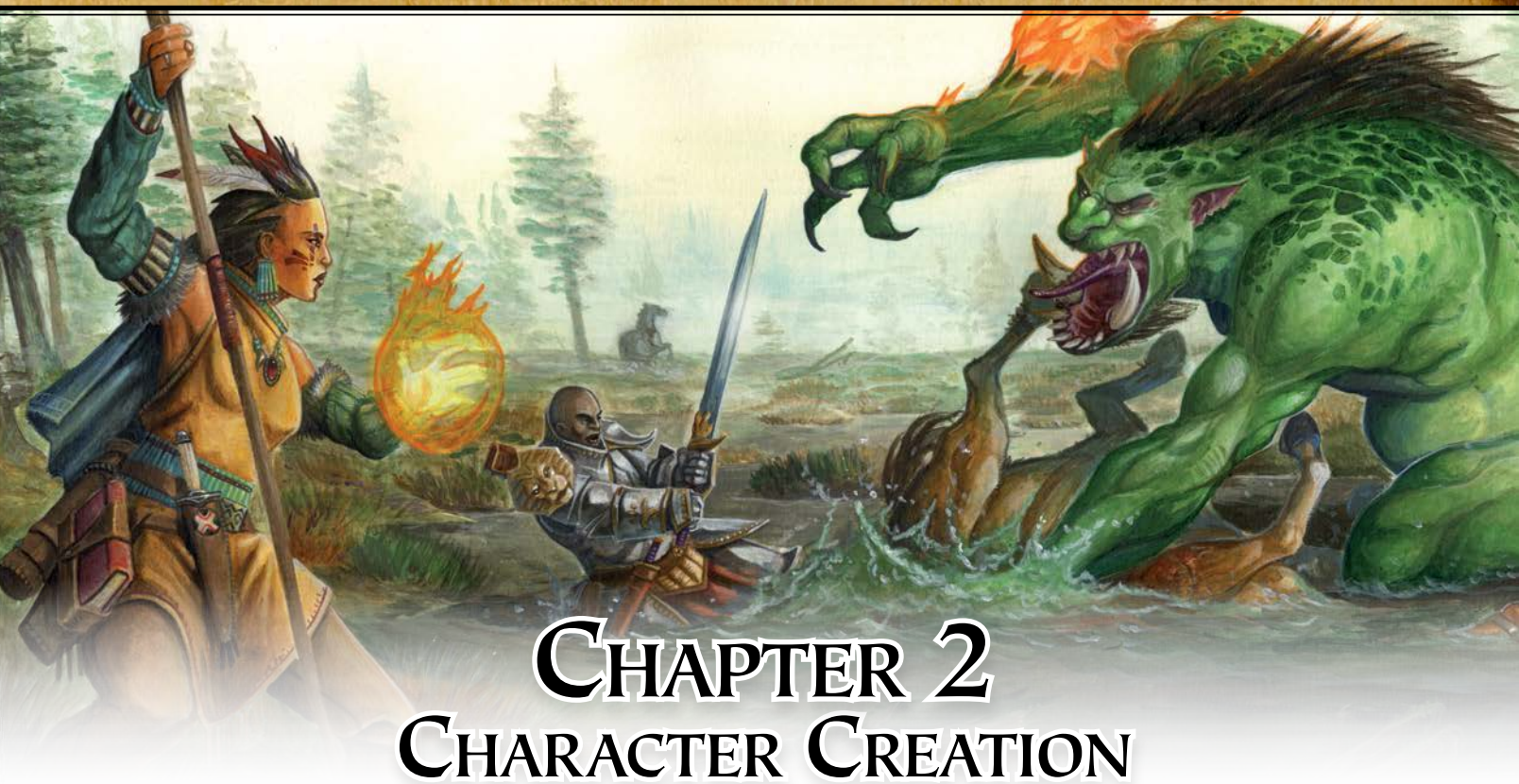
Finding a Game

Once you've got a Pathfinder Society Number and have created your character, you're ready to play your first Pathfinder Society Scenario! The easiest way to find a local game is to visit paizo.com/pathfindersociety and click on "Get Involved!" From there, go to the Events page where you can search by zip code and radius of travel to find events that have been registered in your area.

You can also visit local game stores. Gaming, comic book, and science fiction conventions often attract gamers. Many conventions have specific gaming programming that might include Pathfinder Society. You can also find local gamers on the paizo.com Pathfinder Society Grand Lodge and Gamer Connection messageboards.

Another place to play Pathfinder Society events is online. Allowed formats include play-by-post, chat-based games, digital tabletops, and webcam-enhanced "face-to-face" gaming. So long as the Game Master has a way of distributing all of the appropriate paperwork (by fax, scan, or otherwise), any form of legitimate online play is allowed and encouraged.





CHAPTER 2

CHARACTER CREATION



This chapter contains everything you need to know about creating a character for Pathfinder Society Organized Play. All new Pathfinder Society characters begin play at 1st level.

Step 1: Ability Scores

Pathfinder Society uses the “purchase” system for generating ability scores, as explained on pages 15–16 of the *Core Rulebook*. Pathfinder Society uses the “High Fantasy” choice of 20 points, allowing you to build a solid PC at 1st level. Please remember that no score can be reduced below 7 or raised above 18. Racial modifiers are applied after the points are spent, so it is possible to begin play with a low ability score of 5 and a high ability score of 20, depending on your race choice. A character can not be younger than the minimum age listed on Table 7–1 of the *Core Rulebook*, or listed on Table 5–1 of the *Advanced Race Guide*, and must be younger than venerable, as listed on Table 7–2 of the *Core Rulebook* and Table 5–4 of the *Advanced Race Guide*. A character that ages past venerable, for whatever reason, dies of old age and is removed from the campaign. Characters do not alter their ability scores as a result of this choice.

Step 2: Race and Class

Select your character’s class and race from the choices offered in the *Core Rulebook*. You may also select aasimar, tengu, or tiefling as your character’s race with access to the proper Additional Resources book. Additional class and race options from resources like the *Pathfinder RPG Advanced Player’s Guide*, *Pathfinder RPG Ultimate Magic*,

TABLE 2–1: ABILITY SCORE COSTS

Score	Points
7	–4
8	–2
9	–1
10	0
11	1
12	2
13	3
14	5
15	7
16	10
17	13
18	17

Pathfinder RPG Ultimate Combat, *Pathfinder RPG Advanced Race Guide*, and *Pathfinder Campaign Setting: The Inner Sea World Guide* are generally available with few or no alterations, as well. In some cases, such as magic item creation, the special nature of a worldwide organized play campaign requires minor changes to standard class features. Please note the following such changes:

Alchemist: Alchemists receive the Extra Bombs feat at 1st level instead of Brew Potion.

Antipaladin: This alternate class is not available to Pathfinder Society characters.

Cavalier: Instead of the Expert Trainer class feature, Pathfinder Society cavaliers receive Skill Focus (Handle Animal) as a bonus feat.



Cleric: Clerics with the Nobility domain get the Persuasive feat at 8th level instead of the Leadership feat. Clerics with the Rune domain receive Spell Focus at 1st level instead of Scribe Scroll. Clerics of Irori receive Improved Unarmed Strike as a bonus feat so they can use their deity's favored weapon (unarmed strike) without provoking an attack of opportunity.

Druid: Druids with the Nobility domain get the Persuasive feat at 8th level instead of the Leadership feat.

Oracle: Oracles with the Nature mystery receive *animal growth* as a bonus spell at 10th level instead of *awaken*.

Witch: Witches may not select the cauldron hex.

Wizard: Wizards receive Spell Focus at 1st level instead of Scribe Scroll. Only items listed as Always Available may be selected as the free bonded object granted to a wizard at 1st level.



If you wish to apply a legal archetype to your character, you may do so at 1st level as normal. Additionally, you may apply an archetype to an existing class any time you level up as long as the first alternate ability does not replace an ability granted at a previous level.

Step 3: Languages

Your race and class selection impact what languages you start with. All characters gain Common as a free language. You gain free languages granted by your race, ethnicity (for humans), and class (e.g., Druidic for druids). If you have a high Intelligence modifier, you may select bonus languages from those listed in your race's entry in the *Core Rulebook* and the Modern Human Languages list (*The Inner Sea World Guide* 251). Certain classes grant access to additional bonus languages (e.g., Draconic for wizards). Humans and half-elves with high Intelligence scores may learn all the above languages as bonus languages as well as any other language except Druidic and the languages listed under Ancient Languages on page 251 of *The Inner Sea World Guide*. All languages except Druidic are available by putting a skill rank in Linguistics (see below). Tian characters receive the languages Tien and Common for free.

Step 4: Skills

The next step is determining what specific training your character has received. This is done in the standard fashion described in the *Core Rulebook*. Determine your starting skill points and spend them as you see fit.

Step 5: Feats

Characters select feats according to the guidelines in the *Core Rulebook*. Certain *Core Rulebook* feats are not available to Pathfinder Society characters. These include Brew Potion, Craft Magic Arms and Armor, Craft Rod, Craft Staff, Craft Wand, Craft Wondrous Item, Forge Ring, Leadership, and Scribe Scroll.

Neither the craft feats nor the item creation section of the magic items chapter in the *Core Rulebook* are legal for play. Additionally, except for specific examples cited in this guide or the Pathfinder Society FAQ, crafting of mundane items is not allowed in Pathfinder Society.

Paizo.com/pathfindersociety/additionalResources contains a book-by-book listing of all campaign-legal feat choices beyond the *Core Rulebook*. Check there before taking any feats from a non-*Core Rulebook* source.

Step 6: Faction

Your character belongs to one of 10 factions (pregenerated characters are assumed to belong to the Grand Lodge faction). Each time you play a Pathfinder Society adventure, your faction leader will give you a specific side mission related to your faction's goals. Completion

of these missions influences the overall storyline of the Pathfinder Society campaign, and grants your character access to special boons and advantages.

Detailed descriptions of all 10 factions can be found in Chapter 4 of this guide. A brief summary of each follows.

Andoran: Members of the Andoran faction seek to topple tyrannies from within, aiding dissidents and freedom fighters with equipment, funds, or intelligence. They are fierce foes of slavery and can take extreme measures against those who buy and sell people.

Cheliah: The promise of power and riches lures many to the Cheliah faction, which seeks to spread the faith and order of Asmodeus across the Inner Sea and beyond.

The Grand Lodge: Holding themselves above the petty squabbles of outsiders, this faction maintains the strongest allegiance to the Decemvirate, the masked leaders of the Pathfinder Society.

The Lantern Lodge: Representing the interests of the distant Dragon Empires, this faction sponsors expeditions around the world in search of arcane and cultural riches.

Osirion: Many have written off the desert nation of Osirion as a land lost to history, no longer a force to be reckoned with. The Ruby Prince Khemet III, personal sponsor of this faction, seeks to reacquire secrets and artifacts of Osirion's lost glory in an effort to reclaim his nation's destiny.

The Sczarni: Not all Pathfinders serve the Society with pure hearts; members of this faction are not above using their missions for a bit of personal gain.

The Shadow Lodge: A rogue movement within the Society, the Shadow Lodge only recently emerged from shadow and skullduggery to openly encourage the Decemvirate not to take their field agents for granted.

The Silver Crusade: Composed largely of paladins, clerics, and other servants of good-aligned gods, members of the Silver Crusade faction seek to use the Society's resources to further the cause of good in the world. They oppose factions that would drag the Society's reputation through the mud in search of glory, and strive constantly to raise the morals of their fellow Pathfinders.

Qadira: The Qadira faction seeks to control the commerce of the entire Inner Sea, breaking its enemies' monopolies and enforcing its own. In the pursuit of this goal, faction members display a ruthlessness that can put the Chelaxians to shame. Often their missions involve the defamation of a rival or the disruption of another nation's trade.

Taldor: The mighty Taldan empire once spanned a significant portion of the Inner Sea, but its glory days are long over. The Taldor faction seeks to reclaim this preeminence—not through conquest as their ancestors did, but by turning their enemies against one another, through political victories, and, of course, by gaining control over Absalom.

ABSALOM

Alignment N

Capital Absalom (303,900)

Notable Settlements Diobel (4,850), Escadar (11,700)

Ruler Lord Gyr of House Gixx, Primarch of Absalom, Protector of Kortos

Government Grand Council composed of representatives from several major noble houses and religious groups. The greatest of this council, called the primarch, enjoys a wide range of privileges.

Languages Common, Kelish, Osiriani

Religion Abadar, Aroden, Calistria, Cayden Cailean, Iomedae, Irori, Nethys, Norgorber, Sarenrae, Shelyn

Step 7: Traits

Pathfinder Society characters begin play with two traits—minor in-game advantages tied to their background in the campaign world. Complete trait rules can be found in the *Advanced Player's Guide* or online in the free *Character Traits Web Enhancement* at paizo.com/traits.

Characters choose their traits from six different categories: basic, campaign, equipment, race, region, and religion. A character can have only one trait from each category (or subcategory, in the case of basic traits, which fall into the areas of combat, faith, magic, and social). Your character's choice of faction opens up additional trait choices presented in Chapter 4 of this guide. These faction traits count as campaign traits—in effect, they are the campaign traits for Pathfinder Society Organized Play. No other campaign traits from any source are legal for characters to choose. In order to select a faction trait, your character must belong to the associated faction.

Step 8: Alignment

No evil alignments are allowed in Pathfinder Society Organized Play. You may select any other alignment for your character, keeping in mind the alignment restrictions of the various classes.

Step 9: Hit Points

Pathfinder Society characters begin play with a set number of hit points and gain a specific number of hit points each time the character gains a level. Consult Table 2–2 to find the appropriate values for your character. If your character belongs to a class or prestige class not listed by name in this table, use the appropriate hit dice entry to determine how many hit points you gain per level in that class. If your character later takes levels in another class, she gains the amount indicated in the rightmost column for all levels in that class, including 1st level. The number of hit points in this column represents the hit points gained from each level's hit dice; add Constitution

modifiers, favored class bonuses, and Toughness to the listed number as applicable.

TABLE 2–2: HIT POINTS BY CLASS

Class	Hit Dice	Hit Points at 1st Level	Hit Points Gained per Level
Sorcerer, witch ¹ , wizard	d6	6	4
Alchemist ¹ , bard, cleric, druid, inquisitor ¹ , magus ² , monk, ninja ³ , oracle ¹ , rogue, summoner ¹	d8	8	5
Cavalier ¹ , fighter, gunslinger ³ , paladin, ranger, samurai ³	d10	10	6
Barbarian	d12	12	7

¹ Appears in the *Advanced Player's Guide*.

² Appears in *Ultimate Magic*.

³ Appears in *Ultimate Combat*.

Step 10: Equipment

Every character in Pathfinder Society Organized Play begins the campaign with 150 gold pieces. All of the armor, weapons, and equipment in the *Core Rulebook* are available for purchase. You may also purchase approved equipment from other Pathfinder books listed on the Additional Resources page at paizo.com/pathfindersociety/resources. Magic items are available for purchase at character creation as long as they are listed in the Always Available Items section in Chapter 5 of this document. Chapter 5 also contains information on purchasing items after you have completed your first adventure scenario, as well as between all the additional scenarios to follow.

Step 11: Finishing Touches

Now that you have the mechanical framework for your character settled, it's time to fine-tune the details of your character's appearance, religion, and history, as well as how your character will be represented during tactical encounters at the game table.

Appearance: Work up a short description of your character's appearance that you can read to other players during introductions before each scenario begins.

Religion: Characters can elect to worship any deity listed in a table of gods in the *Core Rulebook*, *The Inner Sea World Guide*, *Pathfinder Campaign Setting: Gods and Magic*, or any other source listed as an official Additional Resource. Characters may elect to worship an evil god, but must always be within one alignment step of their chosen deity. For clerics, this is an especially important choice, since the deity's alignment determines whether the cleric channels

positive or negative energy, a decision with significant tactical implications for the cleric and her allies. Clerics, inquisitors, paladins, cavaliers of the order of the star, and samurai of the order of the star must choose a deity as all classes in Golarion that receive spells and abilities from a specific divine source receive their powers from a deity. Druids, oracles, and rangers are the exception to this rule. The list is not exhaustive, and divine spellcasters of any future classes whose sources are added as additional resources to the Pathfinder Society Organized Play campaign will be required to choose a deity unless otherwise specified. Otherwise, characters who do not receive powers from a divine source may choose to be atheists or to have no deity at all.

History: Each time you finish a new scenario, your Game Master will provide a Chronicle sheet, an official record of that scenario that records the experience points you gained, the treasure you discovered, and other important details. You may wish to jot down some additional details about the adventure—its events, interesting NPCs, other characters you adventured with, etc.—on this Chronicle sheet to help you remember your character's past and influence his future.

Miniature: The Pathfinder Roleplaying Game uses a standard 1-inch grid to determine movement and tactical positioning in combat. Accordingly, you need a way to represent your character on the grid. The first few times you play, it's perfectly acceptable to use whatever you have on hand—a coin, a spare die, and so on—but as you become more involved in the campaign, you should bring a gaming miniature to represent your character each time you play. You may also use pawns from the *Pathfinder RPG Beginner Box*, *Pathfinder RPG NPC Codex*, or any other products that include pawns. In affiliation with its business partners Reaper Miniatures and WizKids, Paizo provides a wide variety of official unpainted metal and pre-painted plastic gaming miniatures you can choose from, but any appropriately sized miniature, pawn, or token is acceptable.

1st-Level Character Retraining

Pathfinder Society is all about player choices and living with those choices once you've made them. However, at the start of a Pathfinder's career, you are allowed to adjust your character before settling in for the long haul. Before you level up a character for the first time, you may change any aspect of it except its Pathfinder Society Number. Changes may only be made between adventures and before playing as a character above 1st level. Any exceptions will be noted in the Pathfinder Society FAQ. You are able to keep all treasure, Prestige Points, special boons, and XP that you have earned and apply them to the character once you retrain as long as the character meets the criteria above.



CHAPTER 3

THE WORLD OF THE PATHFINDER SOCIETY



Pathfinder Society Organized Play is based in the teeming metropolis of Absalom. Absalom's residents take pride in living in one of the largest and wealthiest cities in the known world—and certainly its most famous. According to myth, Absalom was founded by Aroden himself when the Last of the First Humans raised the *Starstone* from the ocean depths and left it in its current resting place at the heart of the city. This famous city is thus a living part of Golarion's mythology.

Absalom sits in the largest natural harbor on the Isle of Kortos, in the eye of the Inner Sea. This location allows the city to control dozens of major shipping lanes and makes it a critical stop on any voyage across that sea. The confluence of mercantile, strategic, and religious influence in Absalom is the source of its title: "City at the Center of the World." Of course, Absalom also attracts would-be conquerors, although in the nearly 5,000 years since its founding, the city has never fallen. The ruins of dozens of siege castles litter the grounds outside Absalom's walls, and its harbor is so choked with the masts and hulls of sunken warships that safely reaching the city's docks requires the steady eye of a paid pilot.

When Aroden raised the Isle of Kortos from the depths of the Inner Sea and founded Absalom, he called the wise and brave from nearby lands to inhabit the new land and bade them protect the *Starstone* from all who would claim it. Nobles, merchants, and adventurers, particularly those from Andoran, Cheliox, Osirion, Qadira, Taldor, and

Thuvia, settled in the new city. The city's culture draws heavily from all these lands, and many of its noble houses identify closely with elements from those nations. The common folk represent an even wider array of cultural influences, from Mordant Spire elves to Tian traders to travelers from other planes. As a result, food, songs, and clothing from nearly every corner of Golarion can be found here if visitors know where to look. It is said with some seriousness that it is impossible to look out of place on the streets of Absalom.

The *Pathfinder Society Field Guide* features a brief overview of the city's districts, presenting general information any Pathfinder might know. For more information on the city's history, inhabitants, and locales, consult the *Pathfinder Campaign Setting: Guide to Absalom*. Both books are available online at paizo.com or at your local game store or bookstore.

The Pathfinder Society

The Pathfinder Society has existed for more than 400 years. Its history, fraught with the daring exploits of brave heroes, has long enchanted the populace of the Inner Sea. Members include explorers, historians, tomb raiders, treasure hunters, and vagabonds who roam the farthest reaches of the world seeking lost relics of world-shattering power and answers to riddles older than the gods. These heroes brave vine-choked jungle ruins, ascend snow-capped peaks, and comb sun-seared desert sands in search of buried tombs and monuments of bygone ages.

Upon the completion of a particularly notable discovery or journey, Society members send a record of their exploits to their venture-captain superior, who in turn reviews it for accuracy before forwarding the manuscript to the masked leaders of the Pathfinder Society: the cryptic Decemvirate, an inner circle of 10 experienced Pathfinders who guide the Society's activities. Their subtle guidance allows individual Pathfinder agents to believe they act of their own accord when they are actually doing the bidding of the Ten.

The Society recognizes no formal bylaws, but adherence to a general code of behavior is expected of all members, and reports of activity violating this code are grounds for removal from the organization. The three most important member duties are as follows.

Explore: Pathfinders are expected to further the knowledge and reputation of the Society by traveling to distant lands, unearthing forbidden secrets, and piecing together the secret history of the world. Agents are encouraged to travel uncharted lands in search of evermore-fantastic mysteries.

Report: In the course of their adventures, Pathfinders are expected to keep detailed journals, maps, and accounts of their exploits. At the conclusion of a successful mission, the agent sends a copy of his notes to his immediate superior, a regional venture-captain, who makes a full analysis (often involving divination). Accounts of especially noteworthy exploits make their way to Absalom and the Decemvirate, who compile the best tales into irregularly published editions of the *Pathfinder Chronicles*, which make their way back to venture-captains for distribution to Pathfinder agents in the field.

Cooperate: The Society places no moral obligations upon its members, so agents span all races, creeds, and motivations. At any given time, a Pathfinder lodge might house a fiend-summoning Chelaxian, a Silver Crusade paladin, an antiquities-obsessed Osirian necromancer, a watchdog Shadow Lodge member, and a friendly

Taldan raconteur. Pathfinder agents, no matter which of the 10 factions they belong to, are expected to respect one another's claims and stay out of each other's affairs unless offering a helping hand.

The *Pathfinder Society Field Guide* and *Pathfinder Campaign Setting: Seekers of Secrets* both contain a wealth of additional information on the history, goals, and methods of the Pathfinder Society, including campaign-legal rules options to help you immerse your character into the campaign's primary organization.

Venture-Captains and the Grand Lodge

Most Pathfinders wander the world in search of riches and adventure, settling down only long enough to plan their next caper or fully plunder an ancient ruin of its treasure and secrets. But another class of Pathfinder exists, a group unknown to the populace at large yet integral to the success of the organization. These are the venture-captains who manage regional affairs and their sometimes considerable cadres of cohorts, retainers, menials, and guardians. The Grand Lodge of Absalom stands alone among its fellows. Unlike lesser lodges in towns throughout the continent, which often mask their purpose behind facades of commerce or domesticity, the Grand Lodge wears its affiliation proudly. The Glyph of the Open Road, so often hidden in a map's compass rose or a book's embellishment to show the covert approval of the Pathfinder Society, blazes above the gate of a sheer-walled redoubt at the heart of Absalom. The wall circles seven sturdy fortresses that date back to the city's founding, perhaps the estate of a long-dormant noble house or the onetime bastion of a forgotten government. For the last 400 years, the Grand Lodge of Absalom has been the stronghold of the Pathfinder Society, the seat of the Decemvirate, and the legendary repository of the Society's treasures and legends.





CHAPTER 4

FACTIONS



Ten political factions vie for control of the city of Absalom, using the Pathfinder Society to support their various causes and missions. Every time you play a Pathfinder Society Scenario, the leader of your faction will give you a special side mission that furthers the goals of the faction. Successfully completing these missions increases your character's prestige and overall fame within the Society, unlocking special boons and abilities as explained in Chapter 5 of this guide). Choose your faction carefully—you'll frequently be risking your life for it!

Faction Relations

The leaders of the Pathfinder Society generally frown on their members participating in the shadow war for Absalom, though so long as Pathfinders complete their missions and follow orders, the leadership turns a blind eye to the existence of factions within the Society. As such, the various faction leaders have made it quite clear to their members that open warfare between factions is intolerable and only jeopardizes the ability of each faction to manipulate Absalom to its will. While players are encouraged to use creativity to successfully complete faction missions, open hostility against characters of other factions is absolutely forbidden, and most loyal faction members keep their alliances to themselves, sharing faction-related missions and information only with other members of their faction.

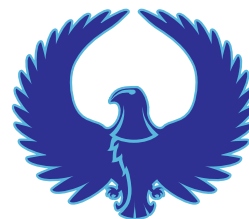
Choosing Your Faction

Choosing your faction is as important as choosing your character's class or race—it defines your character in the campaign, and ties her to the destiny of one particular nation or cause. Before you choose your character's faction, consider each carefully and pick the faction that best matches the character you are trying to create. If your chosen faction is affiliated with a specific country (such as Andoran or Cheliah), your character does not need to have come from that country. Ulfen barbarians in service to Taldor, Thuvian wizards in service to Cheliah, Mwangi rangers in service to Qadira—these are all viable options.

Some classes are harder to play in some factions than others. If you have a great idea for a paladin of the Cheliah faction, then play that character. Just know that you might have a harder time than most achieving the faction's notoriously diabolical missions.

Andoran

The Andoran faction attacks its enemies from within, finding dissidents, freedom fighters, and revolutionaries among the populations of its foes and offering these allies the covert aid, equipment, funds, and intelligence they need to topple tyrants. Missions assigned to Andoran faction members tend



toward helping sympathetic groups within the other factions, though anything that shakes a tyrant's power is a worthy cause for an Andoren to lend himself to. The leader of the Andoran faction is Major Colson Maldris, a member of that nation's prestigious Eagle Knights, who wields his greatsword against slavers and tyrants alike. The youngest ever to achieve the golden eagle on his shoulders and with many victories claimed in the name of freedom, this rising star has ruffled more than a few feathers along the way.

Goal: Freedom and Democracy for All

Andoran faction members seek to spark revolution in decadent old empires and to civilize and educate the ignorant peoples of lost and unknown lands. They press for the abolition of slavery and the punishment of those who perpetrate it. They bring the torch of freedom to the world's darkest places and banish mysticism, diabolism, and fear. A member of this faction often performs acts of sabotage and diplomacy while carrying out her duties and should be willing to bend the rules of tyrannical law in order to plant the seed of liberty, even when doing so requires employing questionable techniques.

Andoran Traits

Members of the Andoran faction can take the following campaign traits at character creation or by taking the Additional Traits feat.

Captain's Blade: You were born on board a ship and learned to fight beside the sailing men and women of the Andoren fleet. While on board any vessel afloat on water, you gain a +1 trait bonus on Acrobatics and Climb checks. One of these skills (your choice) becomes a class skill for you.

Explorer: Your family heritage is filled with proud and renowned explorers, and you are a natural trailblazer. You gain a +1 trait bonus on Survival checks, and Survival becomes a class skill for you.

Freedom Fighter: Your family has long waged war against tyranny, and you learned a great deal about guerilla warfare in your youth. You gain a +1 trait bonus on Stealth checks and a +1 trait bonus on attack rolls made during the surprise round.

Hunter's Eye: Your parents had you blessed by the god Erastil as a youth, and you are a prodigy with a bow. You do not take any penalties for the second range increment when using a longbow or shortbow, and you are always considered proficient with one of these weapons (your choice).

Indomitable: Your strong, self-reliant swagger has made you more resistant to domination and control. You gain a +1 trait bonus on saving throws versus enchantment spells and effects.

Cheliah

Chelaxians are masters of seduction as well as pain. They bring their enemies to heel with promises of aid, riches, and glory, then keep them in line with cruel lashes and hellfire. The Cheliah faction wins others to its dark cause with temptation. Lust, power, riches, vanity—the Cheliah faction offers all, and caters to the sinful nature in everyone to bring them low. But once foes have been seduced, they must now be scourged. Many missions of the Cheliah faction involve tempting upright people into darkness and vice, and then threatening to expose their sins unless they aid the empire as dutiful agents. The tricks of devils have claimed souls since time immemorial, and the denizens of Hell serve the Cheliah faction well in its quest for control of Absalom.

The manipulative, sultry Paracountess Zarta Dralneen guides the Cheliah faction of the Pathfinder Society. Deeply relishing her role as a diplomatic envoy, the paracountess is infamous for her excessive parties at her villa, and is adept at uncovering secrets with the promise of power.

Goal: Establish Order, No Matter the Costs

The Cheliah faction plans to spread Asmodeus's law across the face of Golarion. It brings order to chaos, quashes the troublesome concepts of freedom and self-determination, and leaves broken souls eager to accept the bondage of slavery in its wake. The world must come to terms with the order of things—mortals are born to serve at the knee of greater powers. Law and order are Golarion's natural overlords, and if the rabble gathered along the coast of the Inner Sea can't be made to understand this simple fact, then they must be purged in a torrent of fire.

Cheliah Traits

Members of the Cheliah faction can take the following campaign traits at character creation or by taking the Additional Traits feat.

Devil's Mark: You bear the stain of a higher fiend upon you, and any evil creature who sees it may think twice before crossing you. You gain a +2 trait bonus on all Bluff, Diplomacy, Intimidate, and Sense Motive checks when dealing with outsiders of the evil subtype.

Fiendish Presence: Your family routinely held court with pit fiends and erinyes when you were a child, and as a result, you have learned to manipulate people better than most. You gain a +1 trait bonus on Diplomacy and Sense Motive checks. One of these skills (your choice) becomes a class skill for you.



Fires of Hell: Your parents signed a pact with a fiend of Hell before you were born, and as a result you can summon fire to your aid. Once per day, as a swift action, you can summon fire, imbuing a single weapon you hold with a nimbus of fire that deals an extra 1 point of fire damage for a number of rounds equal to your Charisma bonus. This fire gives off light equivalent to a torch. This is a supernatural ability.

Master of Pentacles: Your many years spent studying the art of summoning have given you a unique knowledge of this subtle and complicated discipline. Once per day, when casting a spell of the Conjuraton school, treat your caster level as two higher when determining the duration of the spell.

Soul Drinker: There is a dark hunger in you that rejoices when you or an ally slays a foe. Once per day when an enemy creature is killed, you may, as an immediate action, gain a number of temporary hit points equal to the slain foe's Hit Dice. These temporary hit points last for 1 minute. This is a supernatural ability.

Grand Lodge

Absalom's Grand Lodge draws Pathfinder agents from all corners of the Inner Sea and beyond. Adventurous souls flock to the Society's vast complex of towers, libraries, reliquaries, and museums to train, research, and trade stories of life in the field. Consequently, Pathfinders from all walks of life hold the Grand Lodge of Absalom in high esteem and consider it home. Within its walls, a cadre of masked leaders—the Decemvirate—guides the Society's global activities from within its aerie, Skyreach. Other Pathfinders may give their allegiance to foreign nations or religious factions, but members of the Grand Lodge faction give their loyalty to the Ten and the Pathfinder Society itself.

Venture-Captain Ambrus Valsin, who controls all of the goings-on within the Grand Lodge itself, is disliked by many new Pathfinders, but appreciated by veterans for his skillful assignment of agents. Detail-oriented and annoyed by inefficiency, he doesn't appreciate back-talk and reserves the most difficult assignments for those who annoy him.

Goal: Loyalty to the Decemvirate above All

Members of this faction are the most dedicated members of the Pathfinder Society, embodying the key tenets of the organization above all else. Focused on exploring ruins as well as securing artifacts from those who don't appreciate them, these Pathfinders have an insatiable sense of curiosity. Grand Lodge Pathfinders make



excellent teammates for larger expeditions, and have filled the tomes of the *Pathfinder Chronicles* since the earliest volumes. They often take inspiration from the exploits of the early Pathfinder Durvin Gest, aspiring to become as famous as that legendary adventurer.

Grand Lodge Traits

Members of the Grand Lodge faction can take the following campaign traits at character creation or by taking the Additional Traits feat.

Insider Knowledge: Venture-Captain Valsin likes to keep abreast of situations within the Pathfinder Society, and you do your best to emulate him. Choose either Diplomacy or Knowledge (local). You gain a +1 trait bonus on all checks for the chosen skill, and the chosen skill becomes a class skill for you.

Loyalty: You resist attempts to dissuade you from obeying the Decemvirate's will. You gain a +1 trait bonus on saving throws against enchantment spells and spell-like abilities.

Observant: Sometimes it helps to pay attention to your surroundings and the people you meet. Choose either Perception or Sense Motive. You gain a +1 trait bonus on all checks for the chosen skill, and the chosen skill becomes a class skill for you.

Proper Training: Your time at the Grand Lodge of Absalom has served you well. Choose either Knowledge (geography) or Knowledge (history). You gain a +1 trait bonus on all checks for the chosen skill, and the chosen skill becomes a class skill for you.

Teaching Mistake: You know the consequences of failure and strive never to make the same mistake twice. Once per scenario, when you roll a natural 1 on any saving throw, you gain a +1 trait bonus on your next saving throw, which must be used before the end of the scenario.

Lantern Lodge

Standing as a bridge between the Inner Sea Pathfinders and new Pathfinders from the lands of Tian Xia, the Lantern Lodge seeks to combine two traditions of knowledge. Most

Tian Pathfinders operate independently from their brethren, but recent events have brought Pathfinders from both sides of Golarion together. The Lantern Lodge represents Tian interests in the Inner Sea region, ensuring that Pathfinder Society agents far to the east of the Decemvirate's direct views are considered in organization-wide affairs.

One of Absalom's newest venture-captains, Tian adventurer Amara Li is the leader of the Lantern Lodge. A stickler for tradition and propriety, Li is known



throughout Absalom for her meticulously executed tea ceremonies, the impeccable cleanliness of the Lantern Lodge, and her unshakable poise.

Goal: Spread the Wisdom of Tian Xia

The Lantern Lodge seeks to spread word of Tian Xia's ancient teachings and add the cultural richness and mysterious antiquities of the Dragon Empires to the wealth of the Pathfinder Society. Other goals include the exchange and return of artifacts, and assisting Pathfinders in explorations of that continent.

Lantern Lodge Traits

Members of the Lantern Lodge faction can take the following campaign traits at character creation or by taking the Additional Traits feat.

Meridian Strike: Energy flows through channels in the body, like rivers through the land. Once per day when you roll damage on a successful critical hit, reroll any 1s and take the new roll (even if it is another 1).

Meticulous Artisan: A well-carved statuette, the smooth stitching on a fine coat, the keen edge on a blade—you know how to craft masterpieces. You gain a +1 trait bonus on Day Job checks using the Craft skill.

Mind over Matter: Whether from the pages of a dusty scroll or at the feet of a master, you have learned to set your mind to adapt to the physical realm. You gain a +1 trait bonus on Will saving throws.

Storyteller: Your long journeys between the Inner Sea and Tian Xia have exposed you to a wide variety of campfire tales. Once per scenario, you can make a Knowledge check with a trait bonus equal to your Intelligence modifier plus 3 (minimum +1). You can make this check even if you do not have ranks in the required Knowledge skill.

Weapon Style: You gain proficiency with one weapon that has the monk special weapon quality (see page 145 of the *Core Rulebook*).

Osirion

For centuries now, the other powers of the Inner Sea have disregarded Osirion as an impotent nation long past its prime. Osirion wouldn't have it any other way. Since the Ruby Prince ascended the ancestral throne, Osirion has been gathering its power and preparing to make a bid for supremacy in the Inner Sea region.

Appearing as an austere man in crimson robes and simple leather sandals, Amenopheus, known as the Sapphire Sage, subtly guides the Osirion faction. Officially the advisor to Dremdhet Salhar, an obese



Osirian nobleman on Absalom's Grand Council, Amenopheus takes pains to make sure few suspect that he has the councilman firmly under his control.

Goal: Power through Knowledge

In bygone ages, the pharaohs of Ancient Osirion created wonders beyond reason. They concocted potent arcane plagues to destroy their enemies and erected mighty monuments capable of entrapping the souls of deities. Let the other factions jockey for meager political fancy or table scraps like favorable economic sanctions, Osirians say. This faction is interested in rediscovering the powerful artifacts of ancient Osirion and preventing their theft by aggressive powers, such as Cheliax. Once these artifacts are returned to their rightful hands, the glories of the ancient days will herald the rise of a new age of dominance for Osirion.

Osirion Traits

Members of the Osirion faction can take the following campaign traits at character creation or by taking the Additional Traits feat.

Attuned to the Ancestors: You were raised to believe that undead are nothing to fear—they are simply the unliving remnants of your honored ancestors. Once per day, you can surround yourself with an aura of unlife. Unintelligent undead ignore you unless you take action against them, per *hide from undead*. The protection lasts 1 round for every two character levels you possess (with a minimum of 1 round). If you take any offensive action against any undead, this effect immediately ends. This is a supernatural ability.

Dunewalker: Your people have long roamed the shifting and treacherous sands of Osirion, and you do not fear the harsh wrath of the unforgiving desert. You gain a +4 trait bonus on Fortitude saves to resist nonlethal damage from hot conditions, and you can always move through nonmagical sand as if it were normal terrain.

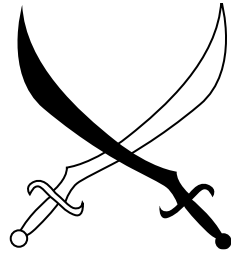
Mummy-Touched: As a small child, you survived the damning curse of a mummy. You gain a +2 trait bonus on saving throws versus diseases and curses.

Secrets of the Sphinx: Your ancestors paid the proper obeisance to Nethys, who granted their heirs special divinatory gifts. Once per day, you may gain a +2 trait bonus on any single Knowledge check. Additionally, choose one Knowledge skill—this skill becomes a class skill for you.

Tomb Raider: You've spent most of your life exploring the ancient tombs and catacombs of Osirion. You gain a +1 bonus on Perception and Knowledge (dungeoneering) checks, and one of these skills (your choice) becomes a class skill for you.

Qadira

The Qadira faction seeks trade and economic advantage above all else. Its members seek to break their enemies' monopolies and enforce their own. They offer wares and goods no one else can supply and destroy competition with a ruthlessness that puts the devil-bowing Chelaxians to shame. Qadiran missions are part of a greater plan, usually embarrassing or defaming an economic rival or ruining another nation's trade. Recently arrived in Absalom, the merchant prince and leader of the Qadira faction, Aaqir al'Hakam, has a preternatural instinct for trade and a firm grip on the faction's goals.



Goal: Total Market Control

The world is small and gets smaller every day. The key to power is trade. Qadira couldn't care less who sits on the Grand Council of Absalom, so long as its own powerful trade fleet dominates the harbor. Qadira plans to rule the Inner Sea's trade and then bleed its enemies' coffers dry. Collecting debts and supplying the demands of other nations' peoples is how Qadira plans to rule. If those kingdoms slave to send gold east, the satrapy is content.

Qadira Traits

Members of the Qadira faction can take the following campaign traits at character creation or by taking the Additional Traits feat.

Dervish: You trained at a secret fighting school in Katheer, where you learned the art of rapid movement in combat. You gain a +1 dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened area.

Desert Shadow: You move with a quick and quiet grace, and your enemies are often taken unaware by your silent speed. You suffer no penalty on Stealth checks when moving at full speed in desert terrain.

Eastern Mysteries: Ever since you were a young child, you have studied the ancient arcane traditions of several Tian societies, and those studies have made your spellcasting ability difficult to resist. Once per day, you may select one single spell that you are casting that allows for a saving throw. You may increase the DC of that spell by +2.

Gold Finger: Your family comes from a long, proud tradition of housebreaking and thievery. You are a strong part of that tradition. You gain a +1 trait bonus on Disable Device and Sleight of Hand checks, and one of these skills (your choice) becomes a class skill for you.

Horse Lord: Your people are masters of battling on horseback, and you have mastered their rare skill. You gain a +2 trait bonus on Ride checks, and the Ride skill becomes a class skill for you.

Sczarni

The ports and tradeways of Varisia are not enough for the Sczarni, a loose association of crime families that has turned its shrewd attention to Absalom and the riches of the Inner Sea region. The Sczarni and their allies see the Pathfinder Society as a tool for control of Absalom and a source of near-limitless wealth. They count among their numbers smugglers and swindlers, murderers, thugs, and thieves.



Goal: Personal Gain

Pathfinder agents affiliated with the Sczarni are the most likely to exploit their Society missions and contacts for their own personal profit. Money isn't everything, however, and smart Sczarni Pathfinders know that information can be more valuable to their brotherhood than gold.

Sczarni Traits

Members of the Sczarni faction can take the following campaign traits at character creation or by taking the Additional Traits feat.

Bad Reputation: The reputation of the Sczarni precedes your arrival. You gain a +2 trait bonus on Intimidate checks, and Intimidate becomes a class skill for you.

Greasy Palm: You know how to get people to do what you want with little effort. When bribing an NPC, you pay 10% less than a character without this trait would, garnering the same results.

I Know a Guy: The Sczarni are often related to each other, and no matter how distant the kinship, you know that you can rely upon your extended family for information. You gain a +2 trait bonus on Diplomacy checks made to gather information and a +1 trait bonus on Knowledge (local) checks.

Shiv: Sometimes smooth talking just doesn't work. You gain a +1 trait bonus on damage rolls made with one-handed piercing or slashing weapons in a surprise round.

Trouper: You cling to the Varisian traveling performer traditions and can recognize the magic hidden in song and dance. You gain a +1 trait bonus on checks using a Perform skill of your choice and a +1 trait bonus on saving throws against abilities that rely upon the Perform skill to function, such as the bardic performance class ability.

Shadow Lodge

For centuries, the Decemvirate sent Pathfinder Society agents of varying skills and degrees of competence to far-flung lands in search of artifacts and dangerous knowledge. Over time, these leaders distanced themselves from the rank and file field agents, and soon began to forget what it truly meant to be away from the protective sanctum of Skyreach in the Grand Lodge of Absalom. Many members of the Society became bitter and disillusioned, and in 4710 AR, splintered away and demanded that the Decemvirate and their venture-captain representatives not forget those who serve them. The Shadow Lodge faction is headed by Grandmaster Torch, an infamous information broker who rules his fiefdom of favors and secrets from his sewer hideout in the Puddles district of Absalom.



Goal: Hold Your Leaders Accountable

The Shadow Lodge first broke away from the Pathfinder Society as a protest against the heavy-handed nature of its leaders, the Decemvirate. The Shadow Lodge has reformed into a watchdog group, and despite its sinister-sounding name, truly wants the best for the Society and its members. Some rogue members of the original Shadow Lodge do exist, though, and these fanatics still seek the downfall of the Decemvirate in spite of the reparations that have been made.

Shadow Lodge Traits

Members of the Shadow Lodge faction can take the following campaign traits at character creation or by taking the Additional Traits feat.

Aid Allies: When using the aid another action, you give your ally a +3 bonus instead of a +2 bonus.

Fortified: Some members of the Shadow Lodge aren't completely convinced of the Decemvirate's sincerity and fear potential reprisals. Through alchemical techniques and endurance training, you gain the ability to negate a critical hit or sneak attack scored against you once per day. This ability functions as the *fortification* armor special ability, with a 20% chance of success.

Medic: Your experience caring for wounded Pathfinder agents has granted you a +2 trait bonus on Heal checks made to treat diseases and poisons. Additionally, your caster level is considered one higher when casting spells of the healing subschool with *remove* in the spell's name.

Shadow Diplomat: Balancing the political infighting of the Society's factions grants you a +1 trait bonus on Diplomacy checks, and Diplomacy becomes a class skill for you.

Watchdog: As a member of the Shadow Lodge, you are trained to detect lies and doublespeak. You gain a +1 trait bonus on Sense Motive checks, and Sense Motive becomes a class skill for you.

Silver Crusade

Some members of the Pathfinder Society look upon recent events with dismay. The rampant infighting that ceased only a short time ago still has a chance to reemerge. On top of that, the actions of a few greedy and selfish members have besmirched the Society's name. In response, the Silver Crusade faction formed, determined to root out undesirable elements within the Society and spread the cause of good through the Inner Sea—and beyond.



Goal: Use the Society for Good

Led by the retired Pathfinder Ollysta Zadrian, paladin of Sarenrae, this faction seeks to be more than just adventurers doing the bidding of the Decemvirate and the venture-captains. While other factions such as the Sczarni may use the Society for personal gain, the Silver Crusade attempts to transform the Society into an organization that aids the weak, destroys evil, and makes the world a better place.

Silver Crusade Traits

Members of the Silver Crusade faction can take the following campaign traits at character creation or by taking the Additional Traits feat.

A Sure Thing: Once per day, you gain a +2 bonus on a single attack roll against an evil-aligned creature. If the creature is not evil-aligned, this ability is wasted with no benefit.

Beneficent Touch: Once per day, when you cast a spell or use a class ability that heals hit point damage, reroll any 1s that appear on the dice and take the new roll (even if it is another 1).

Comparative Religion: Your allies within the Silver Crusade have taught you a lot about Golarion's deities and their followers. You gain a +1 trait bonus on Knowledge (religion) checks, and Knowledge (religion) becomes a class skill for you.

Force for Good: Your good-aligned spells are especially powerful, and they function at +1 caster level. This trait makes your aura more powerful (one step higher), as outlined in the *detect evil* spell.

Unorthodox Strategy: You are particularly quick on your feet, and gain a +2 trait bonus on Acrobatics checks made to move through an enemy's threatened squares.

Taldor

Taldor's strategy for seizing control of Absalom lies in turning its enemies against one another. Misdirection and



psychological warfare are the orders of the day. Taldan missions might involve sparking old enmities between Qadira and Osirion or driving Cheliox and Andoran to rekindle their old war. "Sick the wolf on the tiger and the hunter's work is done" is an old Taldan saying. After Baron Jacquo Dalsine's disastrous leadership of the Taldor faction, Lady Gloriana Morilla has taken control and has concentrated efforts on restoring the prestige of the ancient empire, rather than pursuing trinkets.

Goal: Glory Once More

Petty differences and ancient feuds have slowly ground Taldor down from a great polished stone to a whittled nub. The key to restoring the empire's sense of purpose lies in finding a suitable goal to galvanize Taldor's splintered factions—an endeavor worthy of rediscovering the nation's past glory. Lady Gloriana believes seizing the political reins of Absalom is the perfect medicine for the wasting disease deep in Taldor's bones.

Taldor Traits

Members of the Taldor faction can take the following campaign traits at character creation or by taking the Additional Traits feat.

Expert Duelist: In your youth, you spent countless hours perfecting the art of the duel, focusing your feints on defeating a single foe. You gain a +1 trait bonus to your Armor Class so long as you are adjacent to a single foe. This trait bonus is not applied to your Armor Class for touch attacks or when you are denied your Dexterity bonus.

Fashionable: You spent your formative years as a young blade in Oppara and learned the ins and outs of using fashion to improve your relations with others. So long as you are wearing clothing and jewelry worth more than 80 gp, you gain a +1 trait bonus on Bluff, Diplomacy, and Sense Motive checks. One of these skills (your choice) becomes a class skill for you.

Impressive Presence: Your grandiose posturing often makes it difficult for anyone to concentrate around you. Once per day as a full-round action, you may attempt to distract adjacent foes with a lengthy display of your martial prowess. All adjacent foes must succeed at a Will save (DC 10 + 1/2 your level + your Charisma modifier) or gain the shaken condition. This condition persists for 1 round.

Performance Artist: As a youth, you were involved with the avant garde theater scene of Oppara. Your performance skills have been known to bring even the toughest crowd to their feet. Choose one type of Perform

skill. You gain a +1 trait bonus on Perform checks of the chosen type and this skill becomes a class skill for you.

Vindictive: Your family is prone to endless feuds, and you were raised by people who simply do not forgive a slight easily. Once per day, you can declare a creature that has dealt you hit point damage to be your vindictive target as an immediate action when the damage is dealt. You receive a +1 trait bonus on damage rolls against this target for 1 minute.

Changing Your Faction

If at any point you become disillusioned with your faction, you can change to a new one. The longer you have spent in service to a faction, the higher the relative cost to change to one that trusts you less and hasn't seen firsthand your ability to forward their goals. Changing your faction costs a number of Prestige Points equal to 3 times your character level, but does not alter your Fame score. (Prestige Points and Fame are fully explained in Chapter 5). You retain your faction traits, if any, but lose any faction-specific Prestige Awards you have accumulated during your time with your old faction; generic Prestige Awards from Table 5-4 and Vanities (*Pathfinder Society Field Guide* 60) are unaffected.

Season 4 Faction Goals

Each faction has specific goals it hopes to achieve during Season 4. Below is a brief overview of their motivations.

Andoran: Establish an embassy in Magnimar, and increase the city's influence in Varisia at the expense of Korvosa's.

Cheliox: Help Zarta Draldeen improve her reputation to combat an enemy in Egorian, and support Korvosa in its struggle for dominance in Varisia.

Grand Lodge: Ensure the success of the Heidmarch's lodge in Magnimar, and continue the war against the Aspis Consortium and any rogue Shadow Lodge agents.

Lantern Lodge: Fight the Aspis Consortium, ensure the route through the *Hao Jin Tapestry* is safe for Pathfinders, and restore honor to the faction.

Osirion: Find a cure for the Ruby Prince by researching Thassilonian magic and Lissalan curses.

Qadira: Claim new Varisian markets, exploit the shortcut to Varisia through the *Hao Jin Tapestry*, and establish trade with Janderhoff.

Sczarni: Unify disparate Sczarni families across Varisia under Guaril Karela's leadership, and boost Riddleport's influence in the region.

Shadow Lodge: Infiltrate the Aspis Consortium, and expand Grandmaster Torch's spy network into Varisia.

Silver Crusade: Learn about Thassilon and prepare the unsuspecting populace for a coming war with evil.

Taldor: Establish a new aristocracy in Varisia with loyalties to Taldor.



CHAPTER 5

PATHFINDER SOCIETY

SPECIAL RULES



The unique nature of a shared-world campaign requires some minor alterations to the standard Pathfinder RPG rules in order to ensure that certain rules are enforced the same way at every table, even if each of those tables is run by a different Game Master. This chapter summarizes these minor changes. For additional rules clarifications, please view the official Pathfinder Society FAQ online at paizo.com/pathfindersociety/faq. If a clarification on the FAQ directly affects your character, print that section of the FAQ out and bring it to games in which you play that PC to cut down on any confusion or conflicts between yourself and a GM who might not be familiar with the specifics of the situation.

From time to time, campaign management staff may answer questions regarding campaign policy on the official Pathfinder Society messageboards at paizo.com. While these answers give you a good idea of the opinions of the staff on issues important to campaign play and may provide an idea of upcoming changes to the rules of the campaign, no change is to be considered official until it appears either in the most recent update to the *Guide to Pathfinder Society Organized Play* (this booklet) or in the official campaign FAQ. Event coordinators are encouraged to print an up-to-date copy of both documents and have them handy for players and Game Masters to reference throughout their event.

It is impossible for the campaign management staff to cover every possible situation or rules interpretation. As such, you may encounter rules combinations or questions

during the course of a scenario that aren't covered in this book or the official Pathfinder Society FAQ. In these cases, the Game Master has the freedom to adjudicate the rules as needed to ensure a fun and fair gaming experience is had by all.

No Player-versus-Player Combat

The goal of Pathfinder Society Organized Play is to provide an enjoyable experience for as many players as possible. Player-versus-player conflict only sours a session. While killing another character might seem like fun to you, it certainly won't be for the other character's player. Even if you feel that killing another PC is in character for your PC at this particular moment, just figure out some other way for your character to express herself. In short, you can never voluntarily use your character to kill another character—ever. Note that this does not apply to situations where your character is mind-controlled by an NPC and is forced by that NPC to attack a fellow Pathfinder.

Do Not Bully Other Players

We're all friends here, and we're all playing a game together with the single purpose of having a wonderful time. Do not push other players around just because your character can. Extreme forms of dysfunctional play will not be tolerated. A little fun banter between PCs can be great roleplaying, but when you find yourself doing everything in your power to make another character

look like an idiot or to undo everything that character is trying to accomplish, you've probably lost sight of the purpose of Pathfinder Society Organized Play and may be asked to leave the table. Playing your character is not an excuse for childish behavior. GMs should work with their event coordinators to resolve any out-of-game conflicts. If you are both the GM and the coordinator, use your own discretion. Extreme or repetitive cases should be resolved by asking the offender to leave the table.

Do Not Cheat

Do not falsify rolls, do not falsify your chronicle results, and do not add mysterious new items to your inventory. Do not lie to a GM under any circumstances. Keep good records of your character and make sure to bring all of your Chronicle sheets to every event or session of Pathfinder Society Organized Play. If you forget your Chronicle sheets, you will be unable to play your character, though you may be able to play a pregenerated character or start another character within Society rules. GMs rely on accurately kept Chronicle sheets to keep the campaign honest, fair, and fun for everyone. So keep your records safe, keep them accurate, and keep them with you when attending Pathfinder Society Organized Play events. (We suggest a binder that can be completely sealed between scenarios.)

One Character at a Time

You may only play one character during a specific scenario session. You may have more than one active character in Pathfinder Society Organized Play, but playing more than one during a specific session is considered cheating. GMs are allowed to play one pregenerated character during a session, but only to make a legal table.

Replaying Scenarios

In certain circumstances, a player may need to replay a scenario he has already completed, or play a scenario that he has already run as a GM. The following rules determine when replaying Pathfinder Society Scenarios is legal, and what benefits you may gain from replay.

- The first time you play a scenario, the character you play receives a Chronicle sheet that grants him XP, gold, Prestige Points, boons, and the opportunity to purchase any special items discovered in the course of the scenario.
- You cannot receive more than 1 player Chronicle and 1 GM Chronicle for the same scenario, regardless of how many times you GM or play the scenario. You are free to replay a scenario in order to meet the minimum legal table size (see Chapter 7), but once you have reached that limit, you do not earn any additional rewards beyond having a good time.

- If you have already played a scenario and wish to replay it for any reason, you must inform the GM that you have already played the scenario. Some GMs may not be comfortable running an adventure for players who have foreknowledge of what is to come. If your GM is not comfortable with you replaying a scenario, you must find another GM who is. GMs have the right to deny players the opportunity to replay a scenario for any reason, but all GMs are encouraged to be as flexible as possible when replay is the only option that allows them to seat the minimum legal number of players at a game table.
- If you spoil the plot for the table, the GM has the right to ask you to leave the table and is under no obligation to award you a Chronicle sheet. Be very careful about character knowledge versus player knowledge. If you're concerned about possibly spoiling something during the course of play, take the GM aside and ask how she would like it handled. Remember: the goal of replay is to make sure fun gaming happens, not to remove the fun from gaming.

There is one exception to these rules: All Tier 1 scenarios and Tier 1–2 sanctioned modules are available for unlimited replay with a 1st-level character for credit. The sanctioned modules can also be played with a 2nd-level character once for credit. You may continue to replay the sanctioned modules with 1st-level characters after playing through them with a 2nd-level character. GMs can receive another Chronicle sheet each time they run one of the Tier 1 scenarios or Tier 1–2 sanctioned modules. No character can ever have two of the same Chronicle—the Chronicle must be applied to a different character each time.

After the Scenario

After you finish a scenario, you need to chronicle your character's exploits and track her advancement, the wealth she gained, any items purchased or sold, and the Prestige Points she gained. When the scenario ends (or you run out of time), your Game Master will give you that scenario's Chronicle sheet. This record allows you to keep an accurate accounting of your character's ongoing advancements.

Step 1: Experience (XP)

Pathfinder Society Scenarios do not award experience points in the traditional sense. Additionally, Pathfinder Society characters may choose between two different advancement speeds to customize their Pathfinder experience to their preference or to allow new friends to "catch up" to older characters. At character creation and each time your character gains a level, you decide if you would like your character to be on the standard or slow advancement track for the entirety of that level.

TABLE 5–1: DAY JOB CHECK REWARDS

DC Result	GP Award
5	1 gp
10	5 gp
15	10 gp
20	20 gp
25	50 gp
30	75 gp
35	100 gp
40	150 gp



Medium Advancement: In the medium advancement track, for every scenario that your Pathfinder successfully completes, you receive 1 XP.

Slow Advancement: In the slow advancement track, for every scenario that your Pathfinder successfully completes, you receive 1/2 XP.

The choice of advancement track is personal to your character, so it is entirely possible to have characters in the same adventuring party advancing at different rates.

In both advancement rates, your Pathfinder levels up each time he acquires 3 XP. You may not continue to play your character at the lower level once he has earned enough XP to gain a level.

Note: Newly created characters going through the First Steps series of introductory adventures must use the standard advancement track for their first three adventures, reaching 2nd level at the series' conclusion. Prestige points are awarded at the conclusion of each part.

Step 2: Day Job

Not every Pathfinder works for the Society full time. Some are trained artisans, professionals, or performers and earn extra gold on the side, between missions. During these times, you can attempt a trained Craft, Perform, or Profession check to see how much extra money you earn—this is called a Day Job check. In the Pathfinder Society campaign, you may make one Day Job check after the end of each adventure. Certain Vanities (*Pathfinder Society Field Guide* 60) allow you to further modify your Day Job rolls, or even let you use skill ranks from other, more specialized skills like Heal or Sleight of Hand as Day Job rolls.

Permanent bonuses from equipment, feats, racial bonuses, and traits effect your Day Job check as they would any check for the rolled skill, but temporary bonuses such as those granted by spell effects do not contribute, as the duration over which the Day Job check is made is undefined and represents a longer amount of time than a spell's duration would permit the bonus to remain. You may take 10 on a Day Job check, but you may not take 20 nor can you aid another.

In order to determine how much money you make as a result of a Day Job check, consult Table 5–1. Add this amount to the Day Job box on your Chronicle sheet.

Step 3: Spoils of War and Buying Equipment

Pathfinder Society Organized Play is unlike a standard roleplaying experience. Instead of dividing up treasure among your fellow party members, every Pathfinder has access to any piece of loot available in a scenario. Every Chronicle sheet lists all of the loot that can be found

during the scenario, with the exception of minor items available to every Pathfinder Society character. After the scenario, the GM checks which items you and your fellow Pathfinders discovered, and each of these items immediately becomes available for purchase by all party members. Items not discovered in play are blacked out or lined out by the GM. In addition, every player who completes a scenario receives a set amount of gold for the scenario that she may spend to acquire items (either from her collected Chronicle sheets, from the *Core Rulebook*, or from approved Additional Resources).

For example, if the evil Hellknight you defeated at the end of a scenario is wielding a *+1 frost longsword*, the sword will appear on that scenario's Chronicle sheet. Every PC who wishes to do so has the opportunity to acquire that *+1 frost longsword*. If two players in the scenario want it, they both can purchase their own. This system, while not necessarily realistic, ensures that all players have a fair and equitable chance to acquire the items that best suit their characters' specific needs.

Note: You may use any item that you find during the scenario for free until the end of the scenario, but you must purchase the item when the scenario is over in order for your character to be able to continue to use the item. This rule is most applicable to consumables such as potions, scrolls, and so on, but also applies to weapons, magic items, and so on.

A GM must be present in order for you to purchase items, so you may only purchase items during or after a scenario. At the completion of each encounter during a scenario, your GM will award each player a set amount of gold that reflects that player's share of the potential loot (though not all encounters will have treasure rewards). This gold piece total can fluctuate depending on what you accomplished and how you accomplished it. We assume that you have enough bags, backpacks, or muscle to haul around the loot you find or, in the case of an urban scenario, immediate access to markets and bazaars where you can sell your goods. If during a scenario you find the *+1 frost longsword* from the example above and decide to use it until the end of the adventure, but then you get disarmed or it gets sundered, you are still able to buy that item off the Chronicle sheet at the end of the scenario. While this system isn't entirely realistic, it removes an incredible time sink from the play process (processing gear) and helps keep the scenario on track, on time, and moving quickly.

Some items may be so valuable that the gold you receive in one scenario is insufficient to purchase it. If you are unable to purchase a valuable item immediately, you can save up your gold and purchase it during or after another scenario. Every item listed on your Chronicle sheets is considered always available for purchase for you, regardless of whether it's on your first Chronicle sheet or

your 21st Chronicle sheet. The only exceptions are items that have a purchase limit. You may never purchase more of that item throughout the life of your character than the number amount listed as the purchase limit.

PCs can always buy weapons and equipment off their Chronicle sheets and the approved equipment lists for their size so long as their size is Small or Medium. Thus, if a Chronicle sheet offers a Small PC the opportunity to purchase a *+1 frost longsword*, she can always buy the *+1 frost longsword* at size Small. Items found while playing the scenario, however, are the size they are when they're found. The size can only be adjusted up or down after the scenario is over, while the PCs are buying new gear. PCs purchasing equipment at sizes other than Small and Medium must adjust the prices per the existing weapon size rules (*Core Rulebook* 144).

Step 4: Prestige

In each scenario, you have the opportunity to earn up to 2 Prestige Points. For scenarios with two faction missions per faction, you earn 1 Prestige Point for each faction mission completed. For scenarios with only one faction mission per faction, you earn 1 Prestige Point for completing your faction mission and 1 Prestige Point for completing the overall scenario mission. These numbers are halved for characters on the slow advancement track.

Prestige Classes

Roleplaying requirements for prestige classes (such as particular ceremonies or killing a devil) are waived in Pathfinder Society. Please make the following adjustments if you wish to take levels in Loremaster or Pathfinder Chronicler. Additional prestige class options (and any minor adjustments needed) are found at paizo.com/pathfindersociety/resources.

Loremaster: This prestige class's requirement of "any three metamagic or item creation feats" changes to "any three metamagic or Spell Focus feats."

Pathfinder Chronicler: This prestige class does not require an item creation feat to access it.

Conditions, Death, and Expendables

When playing your own character, all conditions (including death) not resolved within the scenario or module carry beyond the end of the adventure. Likewise, any wealth spent or resources expended during the course of the adventure are tracked and must be recorded on the Chronicle sheet.

All diseases must be resolved at the table. The character will either be cured or dead. Diseases which result in a character's ability score (aside from Constitution) being reduced to 0 must be cured or the character will become unplayable. An unplayable character should be marked as

TABLE 5–2: SAMPLE SPELLCASTING COSTS FOR COMMON SPELLS

Spell	Cost
<i>Atonement</i>	500 gp (3,000 gp to restore cleric, druid, inquisitor, or paladin powers)
<i>Break enchantment</i>	450 gp
<i>Dispel magic</i>	150 gp
<i>Greater dispel magic</i>	660 gp
<i>Greater restoration</i>	5,910 gp
<i>Heal</i>	660 gp
<i>Lesser restoration</i>	60 gp
<i>Make whole</i>	60 gp
<i>Neutralize poison</i>	280 gp
<i>Raise dead</i>	5,450 gp
<i>Regenerate</i>	910 gp
<i>Remove blindness/deafness</i>	150 gp
<i>Remove curse</i>	150 gp
<i>Remove disease</i>	150 gp
<i>Remove paralysis</i>	50 gp
<i>Restoration</i>	380 gp (or 1,280 gp to dispel a permanent negative level)
<i>Resurrection</i>	10,910 gp
<i>True resurrection</i>	26,530 gp

dead when reporting the session. See additional rules under Dealing with Afflictions in Chapter 7 of this document.

Death is a part of any roleplaying game, and unfortunately it can happen in Pathfinder Society Organized Play just like in a regular Pathfinder RPG game session. The basic rule for Pathfinder Society is that if a PC dies during the course of a scenario, he can be raised by a PC of appropriate class and level seated at his table (paying all expected costs), he can be raised by an NPC in an appropriately sized settlement (see “Purchasing Spellcasting Services”), or he can be raised by his faction if he has sufficient Prestige Points.

If a PC cannot be raised from the dead during or immediately after the scenario in which he died, that PC is dead and removed from play. In this instance, the GM reports that the character in question died during the course of play on the tracking sheet provided with the scenario and on the character’s Chronicle for that scenario, and the player will need to make a new 1st-level character to continue play in Pathfinder Society. Please note that players can (and are encouraged to) share or pool their resources in order to bring a dead party member back to life. They may not, however, pool Prestige Points to do so, even if they’re from the same faction. PCs can also sell off gear, including the dead character’s gear, at 50% of its listed value to raise money to purchase a spell that will return their slain ally from the dead, though they can only do so in a settlement and they cannot sell

off any items found during the current scenario that they haven’t purchased. PCs who die during a scenario and are raised receive full XP for that scenario, so long as they completed at least three encounters.

PCs who do not return to the realm of the living receive no XP, 0 Prestige Points, 0 gp, and no boons for the scenario in which they died.

Purchasing Equipment and Spells

In Pathfinder Society Organized Play, you may never buy items from, sell items to, or trade items with another player. You may, however, allow another player to borrow an item for the duration of a scenario. You are also permitted to spend your character’s gold to help a party member purchase spellcasting services such as *raise dead* or *remove disease*.

If gear you have found but not yet purchased is sundered or lost during a scenario, you may still acquire it when purchasing items at the end of a scenario. Found expendable items such as potions or scrolls may be used during the course of a scenario at no cost, but must be purchased if you wish to carry that item with you into future scenarios.

For ease of play in Pathfinder Society, a masterwork item can always be upgraded to a +1 item without paying for the masterwork cost again. Instead, you pay the difference between the cost of the +1 item and that of the masterwork item. This rule also applies to upgrading from a +1 item to a +2 item and so on—you never have to repay the original cost or sell your current item for half to upgrade to the next step. Note that this only applies to items of the same kind—you can’t, for example, turn your masterwork rapier into a +1 *greatsword*. A mundane item can not be upgraded to masterwork, nor can nonmagical aspects of equipment be upgraded (such as the strength rating on a composite bow).

Additionally, any magic items whose usage frequencies are less than 1/day (such as 1/week or 1/month and so on) are considered to have the frequency of 1/scenario.

Where to Buy Gear

For the sake of ease of play in Pathfinder Society Organized Play, players may always buy gear, spells and so on so long as their characters are in a town of more than 5,000 residents. Pathfinder Society Organized Play assumes that every faction has at least one representative in every small city or larger settlement on Golarion. If outside of a town, PCs may be restricted from buying anything, though this varies by scenario.

Always Available Items

You may always purchase the following items or equipment so long as you’re in an appropriately sized settlement (see above).

- All basic armor, gear, items, and weapons from Chapter 6 of the *Core Rulebook*, including Small and Large-sized items. This does not include equipment made from dragonhide, but it does include equipment made from the other special materials, such as alchemical silver and cold iron (see the Special Materials section on page 154 of the *Core Rulebook*). All mundane (completely nonmagical) weapons, armor, equipment, and alchemical gear found in any other source that is legal for play are considered always available.
- +1 weapons (2,000 gp + 300 for the masterwork weapon cost + item cost)
- +1 armor (1,000 gp + 150 for the masterwork armor cost + item cost)
- +1 shields (1,000 gp + 150 for the masterwork armor cost + item cost)
- Potions and oils of 0- or 1st-level spells at caster level 1st (50 gp or less)
- Scrolls of 0- or 1st-level spells at caster level 1 (50 gp or less)
- *Wayfinder* (50% discount—250 gp; see page 299 of *The Inner Sea World Guide*)

Beyond the gear noted above, your character is restricted to purchasing additional items from his accumulated Chronicle sheets, or by capitalizing on his fame within his faction. Weapons, armor, equipment, magic items and so on that are outside of these lists are not available for purchase at any time.

Item Value

Items must be purchased at full value. This means you cannot buy broken weapons or armor; you cannot buy partially charged wands, rods, or staves; and you must buy ammunition in full lots (typically 10 or 20 for mundane ammunition and 50 for magical ammunition). You may only purchase items of less than full value if they appear that way on a Chronicle sheet.

Potions, Scrolls, and Wands

All potions, scrolls, wands, and other consumables are made by clerics, druids, or wizards in Pathfinder Society Organized Play. The only exceptions are spells that are not on the cleric, druid, or wizard spell list. For example, a scroll of *lesser restoration* must be purchased as a 2nd-level scroll off the cleric spell list and may not be purchased as a 1st-level scroll off the paladin spell list. If a spell appears at different levels on two different lists, use the lower level spell to determine cost. As an example, *poison* would be priced as a 3rd-level druid spell instead of a 4th-level cleric spell. All potions, scrolls, and wands are available only at the minimum caster level unless found at a higher caster level on a Chronicle sheet.

For the sake of simplicity, there is no difference between an arcane and divine scroll or wand in Pathfinder Society Organized play. Thus a bard and cleric may both use the same scroll of cure moderate wounds.

Finally, scrolls of spells of 7th level or higher are not permitted unless you gain access to them on a Chronicle sheet specifically listing them.

Spellcasting Services

Sometimes awful things happen to adventurers. After an all-night romp through the sewers, your wounds might start to fester with some foul disease—you might even die. After and sometimes during a scenario, you have the option of dealing with your character's misfortune. You may have spells cast on your character, subtracting the gold piece cost from your total. If your gold is insufficient, the other players around the table may chip in to get you back on your feet, but they cannot be compelled to do so. It is their choice whether or not they aid you. Additionally, your faction may be able to aid you with certain issues as well, so long as you have enough Prestige Points to spend in exchange for their aid (see Fame and Prestige). Any spellcasting purchased using Prestige Points is cast at minimum caster level.

Generally speaking, you can pay to have spells cast on you at any time during the scenario so long as you're in a settlement or have access to a church, temple, shrine, or wandering mystic. Page 163 of the *Core Rulebook* covers the rules for purchasing spellcasting services and the associated costs are listed in the Spellcasting and Services table on page 159.

For Pathfinder Society Organized Play, PCs may only purchase spells with a total cost of above 3,000 gp by visiting a settlement with more than 5,000 residents. Any settlement smaller than that will have a mystic or full-blown wizard or cleric who can cast spells that cost fewer than 3,000 gp, but never more. Please note that PCs may never purchase the traveling service of a spellcaster—in other words, a wizard from the local town is not, for any price, going to accompany the PCs on their mission into the nearby haunted castle.

Spells that are 7th level or higher are not available from spellcasting services. Spellcasters capable of casting such spells are quite rare, and as such, cannot simply be bartered with for higher-level spellcasting services. The only exceptions to this rule are any 7th-level or higher spells listed as available to be purchased by your faction.

Spells

The following spells found in the *Core Rulebook* are not legal for play and may never be used, found, purchased, or learned in any form by PCs playing Pathfinder Society Scenarios: *awaken*, *permanency*, and *reincarnate*.

TABLE 5–3: FAME AND ITEM PURCHASES

Minimum Fame Required	Maximum Item Cost
Under 5	0 gp
5	500 gp
9	1,500 gp
13	3,000 gp
18	5,250 gp
22	8,000 gp
27	11,750 gp
31	16,500 gp
36	23,000 gp
40	31,000 gp
45	41,000 gp
49	54,000 gp
54	70,000 gp
58	92,500 gp
63	120,000 gp
67	157,500 gp
72	205,000 gp
76	265,000 gp
81	342,500 gp
85	440,000 gp
90	565,000 gp
94	680,000 gp
99	800,000 gp

All spells and effects end at the end of a scenario with the following exceptions:

- Spells and effects with permanent or instantaneous duration that heal damage or remove harmful conditions remain in effect at the end of the scenario.
- Afflictions and harmful conditions obtained during a scenario remain until healed and carry over from scenario to scenario.
- A character may have one each of the following spells that carries over from scenario to scenario: *continual flame*, *masterwork transformation*, *secret chest*, and *secret page*.

Fame and Prestige

While Fame and Prestige Points (PP) are related, they represent two different things within a faction and serve different purposes. Fame is a non-expendable number that functions similarly to an ability score—the higher your Fame, the greater your renown. Higher Fame scores unlock resources that can be purchased from your faction with Prestige Points and increase the maximum cost of items you can purchase with gold. If Fame represents the character's overall reputation within a faction, then a character's Prestige Points represent what her faction owes her in terms of favors, boons, and rewards.

Since you spend Prestige Points to acquire goods, services, or awards, and since Fame and Prestige Points are gained at the same rate, your Prestige Point total

will never exceed your Fame score. You earn Fame by completing missions for your faction—typically, a successful mission awards 1 to 2 PP, increasing your current Fame by that amount. For example, suppose Jothalia has 5 Fame and 2 PP with the Andoran faction, then successfully earns 2 PP at the completion of a scenario. Her Fame score increases to 7, and she has 4 Prestige Points to spend at any time in the future.

Earning Prestige

Each scenario provides the opportunity for you to earn 2 PP over the course of the adventure. One of these is tied to the completion of the overall mission for all Pathfinders, and is outlined in the Success Conditions section of the adventure. The second Prestige Point is gained when a Pathfinder completes his faction specific mission, as outlined in the Faction Missions section of the adventure.

Alternatively, beginning with Season 4, each faction has a specific goal it hopes to achieve by the end of the season. A PC who undertakes a creative approach to forward this goal outside of the prescribed faction mission may earn 1 Prestige Point for doing so in place of the Prestige Point gained for the assigned faction mission, at the GM's discretion. See page 19 for details on all 10 faction goals for Season 4.

A player character advancing along the standard advancement track may earn both Prestige Points in a scenario, for a total of 6 PP per character level. To maintain balance between characters on both advancement tracks, those PCs utilizing the slow advancement track may only earn 1 PP per scenario. This point (or 1/2 point if using the slow track) is dependent on completing both the overall scenario objective and the character's faction mission.

Benefits of Fame

A character's Fame represents her renown and status within her faction. For every 10 points of Fame, a character gains a cumulative +1 bonus on Diplomacy checks made against members of her faction. Her Fame might also afford her certain titles and incidental privileges and allow her to purchase spells and items from her faction between scenarios. A character's Fame score determines the maximum gp value of any items she can purchase from her faction, as detailed in Table 5–3 below. The character must still actually spend the gold to receive the desired item. For double weapons, calculate the cost of each end separately when considering Fame purchasing limits.

Spending Prestige Points

A character's Prestige Points reflect the goodwill, political capital, and personal favors she has built up through service to the organization. While a character's Fame

can provide certain titles and privileges, most tangible benefits of faction membership are acquired by spending Prestige Points on boons, favors, aid, spellcasting, or other services. In addition to the generic Prestige Awards available to all Pathfinders regardless of faction (listed in Table 5–4), each faction offers specific Prestige Awards available only to members, which are listed with each full faction description presented in the *Pathfinder Society Field Guide*. Regardless of a character's Fame, the Prestige Point cost for these boons and rewards remains the same—a member of the Grand Lodge faction with a Fame score of 40 must spend 1 PP to have a *remove curse* or *dispel magic* spell cast on her behalf, just like a new initiate with a Fame score of 2.

Once a Prestige Point is spent, it is spent permanently; it is not recovered automatically like lost hit points or ability score damage. The character may earn more Prestige Points by completing additional faction missions.

Characters may not spend Prestige Points during combat. For the sake of simplicity, many GMs might consider limiting characters to spending Prestige Points only once per gaming session.

Player characters may not pool Prestige Points to obtain more expensive boons or services, even if they are members of the same faction. As a general rule, Prestige Points are designed to be spent by characters on themselves.

A character's ability to spend Prestige Points is dependent on her being in contact with other members of her faction, and unless noted otherwise, most factions tend to have agents, contacts, or headquarters in settlements that are at least the size of a large city. To reflect the difficulty of contacting a faction agent in a smaller settlement, Prestige Point costs increase by 5 in communities with fewer than 5,000 people. Note that it's possible for a player to spend her character's Prestige Points even if the PC is dead, petrified, or otherwise out of commission. In essence, this represents the PC having made prior arrangements with her faction to perform certain actions on her behalf, such as recovering her dead body and returning it to a specific location or having it raised from the dead. In this event, the PC's actual location does not impact the Prestige Point cost.

Beyond Level 11

Congratulations! You have made it to the ranks of the Pathfinder Special Agents, the Seekers. This august group of explorers have adventured to lands unknown within Golarion and beyond.

Once characters reach 12th level, they may no longer play in tiered scenarios for levels 1–11, but they can play special Tier 12+ scenarios and events. They immediately gain the title Seeker and become special agents like

TABLE 5–4: GENERIC PRESTIGE AWARDS

Award	Cost ¹
+4 on any one skill check ²	1 PP
<i>Dispel magic</i>	1 PP
<i>Lesser restoration</i>	1 PP
<i>Make whole</i>	1 PP
<i>Remove blindness/deafness</i>	1 PP
<i>Remove curse</i>	1 PP
<i>Remove disease</i>	1 PP
<i>Remove paralysis</i>	1 PP
Free purchase up to 150 gp ³	1 PP
<i>Atonement</i>	2 PP (8 PP to restore cleric/druid/inquisitor/paladin powers)
<i>Break enchantment</i>	2 PP
<i>Greater dispel magic</i>	2 PP
<i>Heal</i>	2 PP
<i>Neutralize poison</i>	2 PP
<i>Restoration</i>	2 PP (4 PP to remove a permanent negative level)
Free purchase up to 750 gp ³	2 PP
<i>Regenerate</i>	3 PP
Have your body recovered by a rescue team	5 PP
<i>Raise dead</i>	16 PP
<i>Greater restoration</i>	16 PP
<i>Resurrection</i>	32 PP
<i>True resurrection</i>	77 PP

1 Add +5 to this cost if this benefit is purchased outside of a settlement of 5,000 residents or more.

2 Does not include the Day Job check.

3 Once per session, you can acquire any single item of this cost or less from your faction by spending the appropriate amount of Prestige Points. Items purchased this way are worth 0 gp and cannot be sold.

Osprey, unfettered from faction and Pathfinder Society politics—instead creating legends of their own, where every action or inaction becomes fodder for the Pathfinder Chronicles.

Seekers (previously known as retired characters) are offered the opportunity to accomplish one last major mission for the Pathfinder Society: participating in a Seeker story arc (previously known as a retirement arc). To play a Seeker (Tier 12) story arc, the character must start it with exactly 33 XP. If a character is used to play an 11th-level module starting at 31 or 32 XP or a Tier 12+ special scenario at 12th level, thus ending the module or special scenario with more than 33 XP, the character receives full credit for the module or special scenario, but may not play any part of a Seeker story arc (except for a few grandfathered exceptions—see the Pathfinder Society FAQ). Once a character starts a Seeker story arc, she may

not be used in any other module or special scenario until she has completed the Seeker story arc.

Characters that have already played in any part of the Eyes of the Ten Seeker story arc receive XP retroactively. Thus, a character who has completed the arc is 13th level and has 38 XP.

Any Seeker with sufficient Fame and experience can purchase scrolls containing 7th-, 8th-, and 9th-level spells, following the price guidelines in the *Core Rulebook*. Access to these spells is restricted to scrolls and is not available for spell-casting services. Upon reaching 13th level, Seekers are eligible to select spells or purchase 7th-level scrolls. Upon reaching 15th level, they are eligible to select spells or purchase 8th-level scrolls. Upon reaching 17th level, they are eligible to select spells or purchase 9th-level scrolls.

Pathfinder Tales Novels

As a way of encouraging Pathfinder Society players to learn more about the Pathfinder Campaign Setting, characters may receive a Chronicle sheet for select Pathfinder Tales novels. To receive a Chronicle sheet for such a book, the player should print a copy of the Chronicle sheet, available on the Additional Resources list at paizo.com/pathfindersociety/resources and bring it along with a copy of the associated novel to a Pathfinder Society event. Before or after the game session, simply show the Game Master your copy of the book (either a physical copy or a name-watermarked digital ePub or PDF) to gain a signature on your Chronicle sheet. You may apply copies of this Chronicle sheet to any of your player characters. Once you have a signed Chronicle sheet, it serves as proof of purchase, and you no longer need to bring a copy of the book with you as you would an Additional Resource.

Free Rerolls

As a way of rewarding players who show their support for the Pathfinder Society Organized Play campaign by purchasing and wearing special tee shirts featuring campaign insignia, faction logos, or Pathfinder branding, a player wearing any of the shirts listed below during a Pathfinder Society event may reroll one d20 roll during the course of that scenario. This reroll must happen before the original result is determined and the player must use the reroll result, even if it is lower. Game Masters are also invited to wear Pathfinder Society Organized Play shirts, but gain no additional benefits other than supporting Pathfinder.

The following Pathfinder Society Organized Play shirts are currently available.

- Andoran faction
- Chelax faction
- Osirion faction

- Qadira faction
- Taldor faction
- Venture-Captain polo
- Venture-Lieutenant polo
- Year of the Ruby Phoenix
- Year of the Risen Rune
- Paizo golem
- Pathfinder goblin with d20
- Pathfinder goblin song shirts (both color and black and white)
- Gray Maiden
- Pathfinder Society-exclusive volunteer shirt

These shirts are available for purchase in a variety of sizes at paizo.com/pathfindersociety.

If a player is using a physical copy of the *Pathfinder RPG Player Character Folio*, he receives a free reroll. No player may receive more than one free reroll per session.

Finally, if a player receives a Campaign Service Award coin for going above and beyond when giving back to Pathfinder Society, she receives a free reroll once per scenario upon displaying the coin. She may also change her Pathfinder Society number to the three-digit number found on the coin.

Playtests and Errata

The Pathfinder Roleplaying Game is a living game, and whether in the form of a playtest that varies from its final incarnation, conversion from the 3.5 rules set to the Pathfinder RPG, or an errata or FAQ to the Core Rules, sometimes game elements change in the course of a PC's career. The following guidelines allow players to update or convert existing characters to use the most current rules. Further explanation of conversions or updates may appear in the Additional Resources list to clarify rules available through non-Core Assumption material.

When rebuilding your character in any way, you must describe all changes on your next Chronicle in the Equipment Sold/Conditions Gained section, and your GM must initial that section.

If a feat or trait changes or is removed from the Additional Resources list: You have two options. First, you may either switch the old feat for an updated feat of the same name in another legal source (if available), ignoring any prerequisites of the new feat you do not meet. Alternatively, you may replace the feat entirely with another feat for which you meet all the prerequisites.

If a class, prestige class, or a class feature-dependent ability score is altered: You may rebuild your character to its current XP, maintaining the same equipment.

If a class or prestige class changes in such a way that you no longer have proficiency with a given weapon or armor type: You may sell back the affected equipment and only the affected equipment at full market value.



CHAPTER 6

SANCTIONED MODULES AND ADVENTURE PATHS



Pathfinder Adventure Paths and Pathfinder Modules may be played as part of the Pathfinder Society Organized Play campaign for credit. These adventures are produced for a wider audience than just Pathfinder Society Organized Play, and are thus structured differently than scenarios. As such, the specific rules changes needed for receiving Pathfinder Society Organized Play credit when playing them are presented here.

Key Differences from Scenarios

Pathfinder Modules are generally three times the length of a standard Pathfinder Society Scenario and often take players two or three 4–5 hour sessions to complete. Pathfinder Adventure Paths consist of six chapters, each roughly four times the length of a standard scenario, and can take months or years to complete. They do not contain faction missions, nor are they tiered for play by characters over a wide range of levels. Thematically, most Adventure Paths and modules do not assume the characters are Pathfinders. GMs and players are encouraged to create a reasonable plot hook for their characters' participation.

Sanctioned Content

Because of the differences in format and scope modules and Adventure Paths present, only portions of them are sanctioned for Pathfinder Society credit. Pathfinder Modules are sanctioned in their entirety, and characters who play through the entire 32-page adventure earn a Chronicle sheet. For a complete list of sanctioned

Pathfinder Modules and their Chronicle sheets, please see paizo.com/pathfinderSociety/about/additionalResources.

Because of the length and scope of Pathfinder Adventure Paths, only specific portions of these adventures are sanctioned for Pathfinder Society credit. Details on running the sanctioned content from each volume of an Adventure Path can be found along with the adventure's Chronicle sheet(s). In general, a single dungeon complex or adventuring location is sanctioned from each Adventure Path volume, though some variation from this may arise from time to time. For a list of sanctioned content from Pathfinder Adventure Paths and their Chronicle sheets, see paizo.com/pathfinderSociety/about/additionalResources.

Legal Pathfinder Society Characters

All players must use an existing Pathfinder Society character (without modification) within 1 level of the starting level of the sanctioned content from a Pathfinder Module or Pathfinder Adventure Path.

For modules and Adventure Path content below 9th level, if you do not have a character in the correct level range, you may use a Pathfinder Society pregenerated character, available on paizo.com or the 1st- and 7th-level iconic characters on pages 275–297 of the *NPC Codex*. If you play a 1st-level pregenerated character, you may apply credit from the pregenerated character played to a newly created character of your very own, with the gp gained reduced to 1,398 gp (or 699 gp for slow advancement track characters). If you play a non-1st-level pregenerated character, you may

apply the credit to your character as soon as she reaches the level of the pregenerated character played. Equipment listed on the pregenerated character sheet may only be sold to clear conditions, such as death, during the play of the module and any remaining gold does not carry over at the end of the module.

Alternatively, if you are participating in a Pathfinder Adventure Path with an ongoing group undertaking the entire, six-book campaign, you may receive credit for playing the sanctioned portions of the adventure as if you had played a pregenerated character. In this case, GMs running the Adventure Path are not bound to the rules of the Pathfinder Society Organized Play campaign (such as 20 point buy, unavailability of hero points, etc...) when running the campaign or the sanctioned portion of the

adventure. Pathfinder Society characters and characters from an ongoing Adventure Path campaign may not play in the same adventure.

As mentioned in Chapter 5, if you have already played a sanctioned module or Adventure Path and wish to play it an additional time for any reason, you must inform the GM. If you spoil the plot for the table, the GM has the right to ask you to leave. You are free to replay the sanctioned module or Adventure Path in order to meet a minimum PC requirement (see Chapter 7), but if you already have received a player Chronicle for this sanctioned content for any of your PCs, you do not earn any additional rewards beyond having a good time. The Tier 1 exception still applies for Tier 1–2 modules and Adventure Paths (see the Replaying Scenarios section in Chapter 5).

Applying Credit

All players receive a Chronicle sheet unless, at the GM's discretion, they are replaying the module or Adventure Path for no credit. If a player uses an existing Pathfinder Society character for the adventure, he must apply the Chronicle sheet to that character immediately. A player who uses a pregenerated character must apply the Chronicle sheet to a newly created 1st-level character or hold the Chronicle sheet until his character reaches the level of the pregenerated character.

A GM who runs a module may likewise apply the Chronicle sheet to one of her Pathfinder Society characters. The GM must decide which of her characters will receive the Chronicle sheet at the time when the module or sanctioned Adventure Path content is completed and the Chronicle sheets are filled out.

Playing a module or sanctioned content from an Adventure Path from beginning to end earns a character 3 XP and 4 Prestige Points if that character is on the medium advancement track, or 1-1/2 XP and 2 Prestige Points for characters on the slow advancement track. There are no Day Job checks when playing a sanctioned module or Adventure Path.

If a character dies and is brought back to life, the GM must determine the rewards for that character. The minimum possible reward is 0 gp, 1 XP and 1 PP on the medium advancement track or 0 gp 1/2 XP, and 1/2 Prestige Point on the slow advancement track. If a character participates in more than 2/3 of the module, she should receive the full rewards. GMs and active players are encouraged to hasten the return of any characters waiting to be raised from the dead.

Players who do not complete each game session earn 1/3 fewer gold pieces, 1 less XP and 1 less Prestige Point for each session missed. This also applies to players who join later sessions; they receive 1/3 fewer gold pieces, 1



fewer XP and Prestige Point for each session missed. In both cases, players earn a minimum of 1/3 gold pieces, 1 XP and 1 Prestige Point. If a character earns more XP than she needs to reach her next level, she may not choose to switch advancement tracks at the new level earned.

As always, each player may receive credit for each module or Adventure Path volume once as a player and once as a GM, in either order. Players must accept a Chronicle sheet for their characters the first time they play any sanctioned content. A player may replay sanctioned content at the GM's discretion, but the player may not receive more than one Chronicle sheet per adventure. The only exceptions are Tier 1–2 modules and sanctioned Adventure Path content. A player may only play a Tier 1–2 module or sanctioned Adventure Path content for credit once with a 2nd-level character, but may use additional 1st-level characters to replay the same content for credit.

Running Multi-Session Adventures

Since sanctioned modules and Adventure Paths are multi-session events, Pathfinder Society characters may not be used in other Pathfinder Society events until they receive a Chronicle sheet for the sanctioned content. GMs are

advised to work with players who miss the final session of the module or Adventure Path in order for those players to receive their Chronicle sheets.

Free RPG Day Modules

The 16-page, Free RPG Day modules are shorter than a normal 32-page module and are more in line with a normal Pathfinder Society Scenario. Currently, these include *Master of the Fallen Fortress*, *We Be Goblins!*, and *Dawn of the Scarlet Sun*. To bring the Free RPG Day modules more in line with the rest of Pathfinder Society Organized Play, all current and future sanctioned Free RPG Day modules will award 1 XP, 1 PP and the gp amount listed on the Chronicle sheet if using the medium advancement track. If using the slow advancement track, they award 1/2 XP, 1/2 PP and half the gp listed on the Chronicle sheet. These apply only on successful completion of the adventure. If you have played any of the Free RPG Day modules listed above and been awarded Chronicle sheets for them, the XP, Prestige Points, and gp you received remain unchanged. All other rules for sanctioned module play, found in Chapter 6 of the *Guide to Pathfinder Society Organized Play*, should be followed.



CHAPTER 7

PATHFINDER SOCIETY

ORGANIZED PLAY GAME MASTERS



Game Mastering for Pathfinder Society Organized Play is not that much different from running a regular campaign, with a few minor caveats. This chapter assumes that you have read preceding chapters in this guide, which provide all the information players need to participate in the Pathfinder Society Organized Play campaign. If you have not yet read them, do so before continuing. You need to know what players know; what their expectations are; and how their characters are created, played, and advanced before you read any further.

What Is a Game Master?

A Game Master (GM) is the person who adjudicates the rules and controls all of the elements of the story and world that the players explore. A GM's duty is to provide a fair and fun game. In Pathfinder Society Organized Play, a GM must also help players fill out their paperwork, ensuring each player has an accurate accounting of his character (PC), and must report the results of each game to the event coordinator or on paizo.com/pathfindersociety.

Who Can Be a Game Master?

Anyone with a valid Pathfinder Society Number can run a legal game of Pathfinder Society Organized Play. There are no tests to qualify to GM a session, nor are there any rating systems by which Pathfinder Society Game Masters are judged or ranked by their players. While some players are hesitant to transition into the role of Game Master,

local Pathfinder Society groups and the campaign as a whole benefit as the pool of Game Masters increases. The more active Game Masters are at a coordinator's disposal, the more tables of Pathfinder Society can be offered and the faster the campaign can grow. In many cases, players sitting at a new GM's table can offer guidance to help build the new GM's skills and confidence, so don't be afraid to get behind the screen and give a whole table of players a great Pathfinder Society experience.

Your Duties as Game Master

As a Pathfinder Society Organized Play Game Master running a session at a convention or an in-store event, you have the following duties.

- Introduce yourself.
- Encourage your players to introduce themselves (and their characters).
- Look over each player's character sheet and previous Chronicle sheets, quickly checking wealth, equipment, calculations, and so on.
- Start playing the session.
- Play for no more than 5 hours. (Note: home games and online games do not necessarily have to follow this restriction, and some conventions may run longer slots.)
- Give each player an accurate Chronicle sheet for that scenario (see Filling Out a Chronicle Sheet, later in this chapter).
- At conventions, you may also be expected to quickly fill out scenario or module reporting sheets with additional

tracking information—these sheets need to be turned in to your coordinator so she can report the results.

- When acting as both the Game Master and coordinator for an event, you are expected to report the results of your sessions on paizo.com/pathfindersociety in a timely fashion. Failing to do so has negative consequences for Pathfinder Society as a whole (see the sidebar on page 30).

If you are running a home game of Pathfinder Society Organized Play, then your job is far less restricted by time constraints and planning, but still requires some extra effort on your behalf to ensure your campaign is recorded properly. Depending on how you play with your home group, you may take your time playing through a scenario and allow PCs to follow up on interesting sideline details or personal goals of their characters as you see fit. However, the PCs never gain additional Prestige Points, experience, or gold beyond the limitations of the scenario's Chronicle sheet or the basic Pathfinder Society Organized Play rules.

When you are running a convention or in-store event in an allotted time slot, the game needs to be far more focused on accomplishing the goals of the scenario and dealing with the encounters. While we certainly encourage you to allow fun, engaging roleplaying to take place, if your players are still playing darts at the tavern an hour after the game started, you should prod them into action. Though they may be having fun, they'll have considerably less fun later when they're unable to complete the scenario in the allotted time.

Tiers and Subtiers

Pathfinder Society Scenarios are designed so that players of a variety of levels can participate in a given adventure, though with some limitations. Starting with Season 3, there are six different tiers currently offered within Pathfinder Society Organized Play. These tiers are as follows.

- Tier 1
- Tier 1–5
- Tier 3–7
- Tier 5–9
- Tier 7–11
- Tier 12

In addition, we offer a small number of interlinked scenarios for 12th-level characters that are not normally part of the storyline in a particular season.

Most of these tiers have subtiers. The subtiers for each tier are as follows.

- **Tier 1–5:** Subtiers 1–2 and 4–5
- **Tier 3–7:** Subtiers 3–4 and 6–7
- **Tier 5–9:** Subtiers 5–6 and 8–9
- **Tier 7–11:** Subtiers 7–8 and 10–11

Tiers are a level restriction for play. If a PC's level does not fall within the level range of a scenario's tier, that

character can not legally play in that scenario. For example, a 5th-level PC is legal for play in scenarios of Tiers 1–5, 3–7, and 5–9; a 1st-level PC can only legally play in a Tier 1 or Tier 1–5 scenario. Within each tier, PCs should play in the subtier in which they fall whenever possible, but they may be allowed to play up or down, based on the average party level at the table, as outlined below. Some scenarios or special events offer more than two subtiers. In these cases, no PC can play at a subtier more than 1 step away from her character level.

Determining Subtiers

In order to determine which subtier a mixed-level group of PCs should play in, you must determine the group's average party level (APL). Divide the total number of character levels by the number of characters in the party. You should always round to the nearest whole number.

Because scenarios in Seasons 0 to 3 were designed with four characters in mind, if there are six or seven players at the table, add +1 to the APL. For example, if a table consists of six players, two of whom have 4th-level characters and four of whom have 5th-level characters, the group's APL is 6th (divide 28 total levels by six players, round to the nearest whole number, and add +1 to the final result). But adding +1 to a table of six players should never exclude a group from a tier in which all the players qualify to play. In the above situation, for example, even with an APL of 6th, the party could play in Subtier 4–5 in a Tier 1–5 scenario, since all six players can legally play within that tier. This means your group should play in a subtier appropriate for 6th level.

Similarly, in fringe cases where rounding to the nearest whole number would force a party to play up to the next subtier, they may instead choose to play down. For example, in a group of three 2nd-level PCs, two 3rd-level PCs, and one 4th-level PCs, their levels would average to 2.67, which is then rounded up to 3; then you would add +1 because of the group size, yielding an adjusted APL of 4th and making the group eligible for Tier 4–5, which is too high-level for most of the PCs.

Starting with Season 4, scenarios are designed for six characters and contain instructions on how to adjust the scenario for four-character parties. Do not add +1 to the APL for six and seven character parties in these scenarios.

If the APL of a table is between two subtiers (like APL 3rd for a Tier 1–5 scenario), the players may choose to play up to Subtier 4–5 or down to Subtier 1–2. If, however, the APL was calculated for six players (and thus bumped up by +1) and this pushes a low-level table out of their subtier and into the level between two subtiers, the players should be strongly cautioned about playing up, as even a party of six players may not be able to handle situations and challenges that the higher subtier will present.

Legal Table Size

The minimum table size for a Pathfinder Society Organized Play session to be considered legal is four PCs. Table size is capped at six PCs. In cases in which you simply cannot seat four players, you may run a table of three players, and play an official level-appropriate pregenerated character in order to meet the minimum table size of four PCs.

Conversely, if seven players show up to an event, rather than turning someone away from the campaign altogether, consider adding a seventh person to the table. These situations should be extremely rare and should only be used as a last resort to sending someone home without the chance to play. Seven-person tables often overpower otherwise challenging adventures and limit the amount of time each player gets to shine in the given scenario, and many players prefer not to play at all rather than play at such a large table. Check with the players to determine their preferences before running a seven-person table.

One alternative to a seven-person table is to split the group into two tables of three players, and ask one of the players to serve as Game Master for the second table, with each GM running a pregenerated character to fill her table out. Under no circumstance should a table ever have eight or more players.

Adapting Seasons 0–2

Because the Pathfinder Society Organized Play campaign has evolved over its lifetime, some small adjustments need to be made when running scenarios from Seasons 0–2 under the current rules. Below are instructions for converting Scenarios #0–1 to #2–26.

Seasons 0–2: For the first three seasons of the campaign, only five factions were available for characters to ally with. As such, members of the five new factions introduced in Season 3 playing older scenarios must utilize faction missions from another faction, as follows.

- Grand Lodge faction PCs should treat Osirion faction missions as their own for all Season 0, 1, and 2 scenarios.
- Lantern Lodge faction PCs should treat Qadira faction missions as their own for all Season 0, 1, and 2 scenarios.
- Sczarni faction PCs should treat Taldor faction missions as their own for all Season 0, 1, and 2 scenarios.
- Shadow Lodge faction PCs should treat Chelax faction missions as their own for all Season 0, 1, and 2 scenarios.
- Silver Crusade faction PCs should treat Andoran faction missions as their own for all Season 0, 1, and 2 scenarios.

If members of two factions both receive the same faction mission, members of both factions are considered to have succeeded if either of them accomplishes the mission presented.

Additionally, the slow advancement track option was introduced in Season 3; therefore, Chronicle sheets from Seasons 0–2 do not include wealth tables for both progressions. The maximum amount of gold a slow advancement track PC can earn from these scenarios is half the listed amount rounded down. Similarly, a Pathfinder using the slow advancement track may only earn a maximum of 1 Prestige Point for completing both mission objectives: 1/2 for the faction mission and 1/2 for the completion of the scenario. The pre-entered +1 XP on Chronicle sheets from Season 0–2 scenarios should be changed to +1/2 for PCs using the slow advancement track.

Season 0 (Scenarios #1–#28): Season 0 scenarios were written under the 3.5 rules set of the world's oldest roleplaying game, before the release of the Pathfinder Roleplaying Game. In the meantime, scenarios are to be run with minimal changes by GMs, limited to adding CMB/CMD scores to NPCs and monsters and using newly combined skills such as Stealth and Perception instead of Move Silently and Spot. If a creature appears in the scenario that also appears in the *Pathfinder RPG Bestiary*, *Pathfinder RPG Bestiary 2*, or *Pathfinder RPG Bestiary 3* and maintains the same CR between both rules sets, you may use the Pathfinder RPG stats in place of the 3.5 stats. This is the only substitution allowed in these scenarios.

When running a Season 0 scenario with 1 Prestige Point available per PC, treat this as the sole faction mission, and award a second Prestige Point to PCs who complete the overall scenario goal, as given by the venture-captain at the scenario's introduction. If a Season 0 scenario has two faction missions per faction, completing the overall scenario goal does not award a Prestige Point. Award 1 Prestige Point for each faction mission completed or 1/2 Prestige Point for characters on the slow advancement track.

Seasons 1 and 2 (Scenarios #29–#56 and #2–01 through #2–26): These scenarios each provide two faction missions. Completing the overall scenario goal in these scenarios does not award a Prestige Point. Characters on the standard advancement track earn 1 Prestige Point per faction mission completed (maximum 2). Characters on the slow advancement track earn 1/2 Prestige Point per faction mission completed (maximum 1).

Table Variation

While the goal of the Pathfinder Society Organized Play campaign is to provide an even, balanced experience to all players, doing so would require all PCs to be exactly the same and all GMs to be restricted to a stiflingly oppressive script. We understand that sometimes a Game Master has to make rules adjudications on the fly, deal with unexpected player choices, or even cope with extremely unlucky (or lucky) dice on both sides of the screen.

As a Pathfinder Society GM, you have the right and responsibility to make whatever judgements, within the rules, that you feel are necessary at your table to ensure everyone has a fair and fun experience. This does not mean you can contradict rules or restrictions outlined in this document, a published Pathfinder Roleplaying Game source, errata document, or official FAQ on paizo.com. What it does mean is that only you can judge what is right for your table during cases not covered in these sources. Scenarios are meant to be run as written, with no addition or subtraction to number of monsters (unless indicated in the scenario), or changes to armor, feats, items, skills, spells, stats, traits, or weapons. However, if the actions of the PCs before or during an encounter invalidate the provided tactics or starting locations, the GM should consider whether changing these would provide a more enjoyable play experience.

Additionally, the GM may consider utilizing terrain and environmental conditions when those effects have been written into the flavor of a scenario but the mechanics that are normally associated with them by the *Core Rulebook* have not been added to the encounters. GMs are always encouraged to reward role-playing and flavor when adjudicating the reactions of NPCs or the outcome of in-game encounters. GMs may use other Pathfinder RPG sources to add flavor to the scenario, but may not change the mechanics of encounters. Specifically, the mechanics of an encounter are the creatures presented, the number of opponents in the encounter, and the information written into the stat blocks for those opponents. If an encounter is a trap, haunt, or skill check that needs to be achieved to bypass a situation then the listed DCs and results are not to be altered, as they are the mechanics of that encounter. Additionally, if an encounter already includes mechanical effects of terrain, weather, or hazards, please be aware that these things are also considered mechanics that may not be altered.

If a particular issue comes up repeatedly or causes a significant problem in one of your games, please raise any questions or concerns on the Pathfinder Society Messageboards at paizo.com/pathfindersociety, and the campaign management staff or the Pathfinder Roleplaying Game development team will work to provide you with an answer to avoid confusion in the future. Even with unlimited time to address such concerns, however, there will always be slight table variation and Game Master fiat. The following sections provide advice on addressing some common table variations you should consider before running a Pathfinder Society game.

Creative Solutions

Sometimes during the course of a scenario, your players might surprise you with a creative solution to an encounter

(or the entire scenario) that you didn't see coming and that isn't expressly covered in the scenario. If, for example, your players manage to roleplay their way through a combat and successfully accomplish the goal of that encounter without killing the antagonist, give the PCs the same reward they would have gained had they defeated their opponent in combat. If that scene specifically calls for the PCs to receive gold piece rewards based on the gear collected from the defeated combatants, instead allow the PCs to find a chest of gold (or something similar) that gives them the same rewards. Additionally, if the PCs roleplayed past an NPC who carries a specific potion or scroll that the PCs might be



granted access to on the scenario's Chronicle sheet, don't cross that item off the sheet—instead, allow the PCs to find the item elsewhere as a reward for creatively resolving the encounter without resorting to combat. Pathfinder Society Organized Play never wants to give the impression that the only way to solve a problem is to kill it—rewarding the creative use of skills and roleplaying not only make Society games more fun for the players, but it also gives the GM a level of flexibility in ensuring players receive the rewards they are due.

Alignment Infractions

Characters who commit potentially evil acts (casting spells with the Evil descriptor, killing or maiming someone, etc.) while following specific orders from their faction or the Pathfinder Society, do not suffer alignment infractions. These are cases where karma applies to those making the orders, not their tools. However, “that’s just what my character would do” is not a defense for behaving like a jerk.

Alignment infractions are a touchy subject. Ultimately, the GM is the final authority at the table, but she must warn any player whose character is deviating from his chosen alignment. This warning must be clear, and the GM must make sure that the player understands the warning and the actions that initiated the warning. The PC should be given the opportunity to correct the behavior, justify it, or face the consequences. We believe a deity would forgive a one-time bad choice as long as the action wasn't too egregious (such as burning down an orphanage full of children, killing a peasant for no good reason but sport, etc.). Hence, the GM can issue a warning to the player through a “feeling” he receives from his deity, a vision he is given, his conscience talking to him, or some other similar roleplaying event.

If infractions continue in the course of the scenario or sanctioned module, an alignment change may be in order. If the GM deems these continued actions warrant an alignment change, she should note it on the character's Chronicle sheet at the end of the session in the Conditions Gained box. The character may remove this gained condition through an *atonement* spell. If the condition is removed, the GM should also note it on the Chronicle sheet.

Characters who become wantonly evil, whose actions are deliberate and without motive or provocation, are retired from the campaign. This measure is a last resort; there is more than one way to play a given alignment.

If a character has become wantonly evil as defined above, the GM should escalate the report to the convention coordinator, or the local Venture-Captain or Venture-Lieutenant. If they agree with the GM, then the character is deemed wantonly evil and considered removed from the campaign. Again, these measures should be taken as a very last resort.

In the event of a wantonly evil character, record the character as “Dead,” and the person who enters the tracking sheet should check that box as well. If the convention coordinator, Venture-Captain, or Venture-Lieutenant decides the character fits the criteria for being wantonly evil, she will then email the campaign coordinator to advise him of the situation, including the player's name, Pathfinder Society Number, character name, and email address. She will advise the player of these actions and offer the player the campaign coordinator's email address so the player may present his case.

The Campaign Coordinator will present all facts to the Venture-Captains and Venture-Lieutenants at large with all names (both player and character) removed. If the majority of Venture-Captains and Venture-Lieutenants feel that the act was wantonly evil and the character is irrevocably evil, then character will remain removed from the campaign. If the majority feel the character should be able to atone for his actions, the campaign coordinator will contact the player and advise him of such. The email may be printed and taken to the next game session so the GM may adjudicate the atonement and document it on the Chronicle sheet of the that game.

Dealing with Death

Given the dangers characters face once they have made the choice to become Pathfinders, character death is a very real possibility (and a necessary one to maintain a sense of risk and danger in the game). Consider, however, that for players new to Pathfinder Society Organized Play, or to the Pathfinder Roleplaying Game in general, a violent death in a first experience can turn them off to the campaign and the game altogether. While we do not advocate fudging die rolls, consider the experience of the player when deciding whether to use especially lethal tactics or if a character is in extreme danger of death, especially when such a player is new to the game. Most players whose first experience in a campaign results in a character death do not return to the campaign.

Similarly, if the entire party is killed and can't be brought back to life, then the slot is over for everyone in the party. This means those players may have a substantial span of time before their next event at a convention with no game to play. Obviously, we hope that such total party kills never happen (and strive to balance the scenarios to make it unlikely)—but, sometimes, the dice just aren't with you and everyone passes into the Great Beyond. Keep in mind that a group of friends is likely to find something entirely different to do if given several hours of dead time at a convention, rather than wait around for another slot of a campaign that just wiped them all out in one fell swoop.

But what if your players accidentally or intentionally kill an important NPC who was supposed to give them a crucial

piece of information that's needed for the scenario to progress? This is a tough problem for the GM and requires improvisation. Don't decide the scenario is over just because the old man with the letter was caught in a magical crossfire and roasted alive, destroying both him and the important letter. Reveal that the letter survived by some freakish miracle (it was in a fire-proof pouch in his pocket) or maybe that the old man had a lackey who was watching from a nearby alley and knows everything the old man did, or another similar explanation. Improvisation will keep your scenario moving forward and help you work around unforeseen obstacles.

Chronicles and Record-Keeping

Regardless of whether you participate in Pathfinder Society Organized Play at home or at a convention, your most important responsibility as a Game Master—other than providing your players a fair and fun gaming experience—is to keep a careful record of events on every scenario's Chronicle sheet.

Chronicle sheets record everything that a Pathfinder Society character does over the course of her career and serves as the official record of each character in the campaign so a character can be played under a number of GMs at events all over the world. Chronicles also help prevent the rare unscrupulous player from cheating.

As you run your players through a Pathfinder Society Organized Play scenario, there are three important things you must keep track of: Prestige Points, treasure, and conditions. Tracking Prestige Points is fairly simple; it requires you to read over the success conditions and faction missions entries in the back of the scenario before play, hand out the faction mission letters after reading out the Getting Started text at the beginning of the scenario, and then record whether or not the PCs accomplish these missions during the scenario. It's important to note that scenarios from different seasons offer slightly different methods of gaining Prestige Points during play, as covered in Adapting Seasons 0–2 section above.

When you are looking over the character record sheets and Chronicle sheets of your players at the start of an event

Pathfinder Society Scenario

This Chronicle Certifies That

(B) Player Name (C) A.K.A. (D) Character Name (E) Pathfinder Society # (F) Faction

Has Completed This Scenario.

Items Found During This Scenario

SUBTIER

Items Sold / Conditions Gained

Items Bought / Conditions Cleared

For GM Only

EVENT EVENT CODE DATE

Game Master's Signature

GM Pathfinder Society #

Scenario Chronicle # (A)

Slow Normal

SUBTIER (F)

MAX GOLD

EXPERIENCE

(G) Starting XP

(H) XP Gained (GM ONLY)

(I) Final XP Total

FAME

(J) Initial Fame (K) Initial Prestige

(L) Prestige Gained (GM ONLY)

(M) Prestige Spent

(N) Final Fame (O) Current Prestige

GOLD

(P) Starting GP

(Q) GP Gained (GM ONLY)

(R) Day Job (GM ONLY)

(S) Items Sold

(T) Subtotal

(U) Items Bought

(V) Total

(X) TOTAL VALUE OF ITEMS SOLD
Add 1/2 this value to the "Items Sold" Box

(Y) TOTAL COST OF ITEMS BOUGHT

(Z)

slot, if you notice anything that seems amiss, you may ask the player to justify the math. If you believe a player to be cheating, please call over a coordinator to make a ruling. If you are both the coordinator and the GM, it's your call how to proceed, though we recommend that you proceed calmly, nicely, and with an open mind. The player may have simply made a mistake, or you might have made a mistake in your understanding of her Chronicle sheet and character record sheet. Remember that the game is supposed to be fun, so waste as little time as possible on drama and spend as much time as possible providing an exciting, action-packed scenario for your players. If you believe the

THE IMPORTANCE OF REPORTING YOUR RESULTS

As a GM (and sometimes as the coordinator of a convention), one of your most important duties is to report the results of your scenarios online at paizo.com/pathfindersociety. Reporting has a cascading effect. Pathfinder Society campaign management needs accurate records to correctly gauge how many people are playing Pathfinder Society each month in order to track growth and properly budget resources to meet the campaign's needs. The more people who play, the more money and time are dedicated to the Pathfinder Society program. Failing to report can also have direct consequences for a player who loses his Chronicle sheets—if you have accurately reported things like sessions played and Prestige Points gained, we can do a fairly decent job of reconstructing a character sheet that was lost in a fire or left behind at a convention. Physical records always count as the truest accounting of a character—but the information your report from your sessions is invaluable!

player to be cheating, ask her to leave your table and then send an email to the Pathfinder Society campaign staff (pathfindersociety@paizo.com), detailing as much as you can remember about the sheet—most importantly, get the Pathfinder Society Number of the player in question.

Filling Out a Chronicle Sheet

Following is a 10-step walkthrough of how to fill out a Chronicle sheet at the end of a scenario. Refer to the sample Chronicle sheet above for the locations of specific elements. Always fill out Chronicle sheets in pen, and write clearly and legibly at all times.

Step 1: Hand each of the players a blank Chronicle sheet and ask them to fill out the sections marked **A–G**, **J**, **K**, and **P** (Scenario Chronicle #, Advancement Track, Player Name, Starting XP, Initial Fame, Initial Prestige, Starting GP, etc.). When they're done entering this information from their past Chronicle sheets, have them return the documents to you.

Step 2: Note the advancement track selected by each player (**F**). Ensure this selection matches the player's existing track if he is between levels. If his Starting XP (**G**) is a multiple of three and the selected track differs from the advancement track on his previous Chronicle sheet, confirm that he wants to change his advancement track.

Step 3: Award the character XP based on his advancement track. A PC may only receive XP if he survives the scenario or is raised from the dead by the scenario's conclusion and completed at least three encounters over the course of the adventure. A character using the standard advancement

track earns 1 XP; a character on the slow advancement track earns 1/2 XP. Mark this value in the shaded XP Gained field and initial the adjacent box (**H**).

Step 4: Determine how many Prestige Points the character earned over the course of the scenario. A character on the standard advancement track can earn a maximum of 2 Prestige Points: 1 PP for each mission completed. A character on the slow advancement track can earn a maximum of 1 Prestige Point: 1/2 PP for each mission completed. Enter the number of Prestige Points earned in the shaded Prestige Gained field and initial the adjacent box (**L**).

Step 5: Determine the Max Gold for the scenario based on the PC's advancement rate and the subtier played and circle the applicable value (**F**). This value represents the total gold piece value a character may receive for defeating all enemies and finding all treasure in a scenario. If the player is playing a non-1st-level pregenerated character, he may choose instead to apply this Chronicle to a newly created 1st-level character. If this is the case, reduce this value to 500 gp (or 250 gp for the slow advancement track). If the PCs failed to earn any of the rewards listed in an individual act, deduct the amount listed for the applicable subtier from the Chronicle's Max Gold. Place the sum of this calculation in the shaded GP Gained field and initial the adjacent box (**Q**).

Step 6: Allow any PC who qualifies to make a Day Job check, and enter the result of his roll (determined by Table 5–1 on page 22) in the Day Job field and initial the adjacent box (**R**).

Step 7: Cross out any treasure items the party didn't find in the scenario and mark any special boons the players did or did not earn (**W**); additionally, if you're running the lower subtier, always cross out all of the items listed for the higher subtier. Return the Chronicle sheet to the player.

Step 8: Have the player fill out a list of all Items Sold/Conditions Gained (**X**) and a list of all Items Bought/Conditions Cleared (**Y**). He must list any equipment purchased or sold, as well as conditions like death, disease, or ability drain restored through magic during the scenario or after its conclusion. See Dealing with Afflictions, below, for more information. Additionally, this is where the player must list any Prestige Awards his character gains by spending Prestige Points. Sometimes a player must have you witness a roll to verify he successfully scribed a scroll into his spellbook or trained an animal companion to do a new trick. Write your initials next to any such entries in these sections to show that you witnessed the roll and that the PC was successful in the attempt.

Step 9: Have the player finish the calculations on the right-hand side of the Chronicle sheet (sections **M–O** and **S–V**).

Step 10: Review the completed Chronicle sheet and check the player's math. Ensure that the character has access to any items bought and that the correct costs were paid. Verifying this information now helps prevent errors from going unnoticed on future Chronicle sheets. Once you're satisfied with the information on the Chronicle sheet, fill in the gray box at the bottom of the sheet and sign (Z). For "Event," write in the name of the event you are playing at—if this is a home game or in-store game, just write "home game" or the name of the store. If it's a convention, write the name of the show and the year. For "Event Code," write in the event code associated with your event on paizo.com/pathfindersociety. This is only necessary if you registered your event.

Dealing with Afflictions

At the end of a scenario, a PC may have been afflicted with any number of possible conditions, such as blindness, curses, deafness, diseases, and poison. Verify that the player recorded any conditions in the Items Sold/Conditions Gained box on his Chronicle sheet and initial next to what he wrote (see below). It's specifically important that conditions be written legibly so the player and subsequent GMs can understand them. If the PC purchased the casting of a spell to clear the condition, you need to make sure the player recorded that information in the Items Bought/Conditions Cleared box at the bottom of the Chronicle sheet. If another PC cleared the condition by casting a spell, this information should be listed in the Items Bought/Conditions Cleared box, but with a 0 gp value and the casting character's full Pathfinder Society Number (XXXX-XX) written in next to the spell's name. If a character resolved a condition gained during a previous scenario during this one, check that the condition is listed as cleared under Items Bought/Conditions Cleared on the Chronicle sheet for this scenario, and verify that the cost for resolving it or the PC who cleared it has been recorded.

Note: Any diseases or afflictions a PC has obtained must be resolved at the table once the game ends as explained in Chapter 5 of this document.

Reporting Scenario Results

Once you have completed a scenario and filled out everyone's Chronicle sheets, someone needs to report the results of the scenario. For home games, GMs are always responsible for reporting their results. For convention games and retail store games, the coordinator (who might also be a GM) is responsible for reporting the results.

Whether running a game at home or at a convention, you should have a scenario tracking sheet for each session you run. These can be found in the back of most

scenarios or online at paizo.com/pathfindersociety. As you're checking over the players' completed Chronicle sheets, make note of each character's Pathfinder Society Number, character name, faction, and Prestige Points earned during the scenario.

As soon as possible after the session ends, go to paizo.com/pathfindersociety, and click "Report My Event." Follow the instructions carefully, and enter the information from this tracking sheet into the form on the website. You'll note that we collect far less information online than each player's Chronicle sheets contains—this is intentional.

Event coordinators at retail stores and conventions are generally responsible for printing out scenario tracking sheets, distributing them to GMs for each session they run, and reporting the results of each session. As the session finishes, simply fill out the items that need to be tracked online on the convention tracking sheet and turn it in to the coordinator. The coordinator will then input all that information online either during the convention or shortly thereafter. In retail games and at smaller conventions, the coordinator is also often a GM.

Regardless of the location of play, do not forget to report the results—reporting is very important to the success of Pathfinder Society Organized Play!

Game Master Rewards

In Pathfinder Society Organized Play, we reward GMs for volunteering their time to run such events. Starting with Version 2.2 of this document (and not retroactive to any previous scenarios that were run), any GM who runs a scenario gets full credit for that scenario applied to one of her own characters. "Full credit" means the GM gets the following: 1 XP for the scenario, 100% of the Max Gold for the subtier most appropriate to the GM's character, and 2 PP (or, for a slow advancement track character, 1/2 XP, 1 PP, and 50% of the Max Gold for the subtier most appropriate to the GM's character).

The GM may select any special boons bestowed by a Chronicle sheet, such as free magical treasure, regional boons, or future bonus die rolls. The GM does not get a Day Job check. If the GM previously received partial credit on a Chronicle sheet for a scenario she ran (using the old reward system), she must keep the partial credit and cannot run the scenario again for full credit on a second Chronicle sheet.

The subtier for which a GM's character receives credit depends on the character's level. If a GM with a 1st-level rogue runs a Tier 1–5 scenario using Subtier 1–2, she takes a Subtier 1–2 Chronicle sheet for her 1st-level rogue. If she instead runs a Tier 1–5 scenario using Subtier 4–5, she still takes a Subtier 1–2 Chronicle sheet, as her PC clearly falls within the lower subtier.

If the GM with a low-level character runs any higher tier scenarios that don't include a subtier for her 1st-level rogue, she takes the lowest subtier Chronicle sheet from that scenario and holds it for her PC. Then, once her PC achieves the appropriate level for that Chronicle sheet, it is immediately applied. For example, if a GM with a 1st-level rogue runs a Tier 5–9 scenario, she would take a Subtier 5–6 Chronicle sheet (the lowest subtier for that tier) for running the scenario and set it aside. Once her rogue reaches 5th level, she can immediately apply the Chronicle sheet to her character. This means that GM characters can potentially level up in bursts.

Should a GM receive a Chronicle sheet that indicates her character is between subtiers (for example, if she runs a Tier 1–5 scenario with Subtiers 1–2 and 4–5 but has a 3rd-level character), she must always play down, taking a Chronicle sheet for the lower subtier. This rule is meant to balance the fact that the GM's character does not have to expend any resources or risk death while gaining a Chronicle sheet for running a scenario.

When you choose to take a Chronicle sheet for GM credit, you must decide which of your characters receives the Chronicle sheet when you fill out the tracking sheet for that table. You must apply Chronicle sheets in the order they are received. The only exception is when you hold a higher-tier Chronicle for a lower-tier character. In either case, you do not need to build the character until you actually play it.

GM Stars

In order to both encourage more reporting from GMs and event coordinators and to offer a “bragging rights” type of reward for GMs, Pathfinder Society Organized Play offers a GM ranking system. This system uses stars to denote the activity and experience of a given GM. The stars are visible on your Pathfinder Society ID card, which you can download from paizo.com/pathfindersociety and print off each time you gain another star.

You can earn up to four stars for running (and reporting) a certain number of games, as follows.

- 10 sessions reported as GM = 1 star

- 30 sessions reported as GM = 2 stars
- 60 sessions reported as GM = 3 stars
- 100 sessions reported as GM = 4 stars

You are eligible to obtain a fifth star based on a number of criteria. To obtain a fifth star, you must accomplish the following achievements.

First, a potential 5-Star GM must have run a total of 150 Pathfinder Society game sessions, including at least 50 different adventures and 10 or more Specials or Exclusive events over your entire history as a GM.

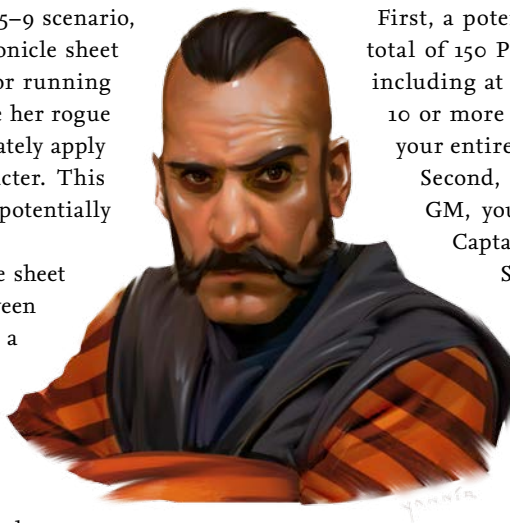
Second, once you qualify to be a 5-Star GM, you must work with your Venture-Captain to arrange to run a Pathfinder Society session in the presence of a Paizo staff member, a Venture-Captain, or a Venture-Lieutenant. This designated Paizo representative will evaluate your rules knowledge, improvisational skills, preparation, and ability to provide a fair and fun experience for Pathfinder Society players.

Finally, at the recommendation of the Paizo representative, you may be granted a 5th star, which will be noted on your paizo.com user profile, on your Pathfinder Society membership card, and on your posts to the Pathfinder Society messageboard at paizo.com. Paizo announces and recognizes all 5-Star GMs by name at both Paizo Con and Gen Con annually.

There may be special five-star GM events and possibly even future five-star GM rewards (in addition to the existing four-star GM rewards).

Ordering Scenarios

All available Pathfinder Society Organized Play scenarios can be found at paizo.com/pathfindersociety. Anyone can purchase a scenario PDF—all you need is a free paizo.com account (which you need anyway in order to be a member of Pathfinder Society Organized Play). Once you've purchased a scenario, you do not need to purchase it again in order to run it again. Scenarios are generally available for \$3.99 and are released the last week of each month. At least two new scenarios are released each month, with extra events and specials released throughout the year.





CHAPTER 8

PATHFINDER SOCIETY

REGIONAL COORDINATORS



With thousands of players spread across numerous continents, the Pathfinder Society Organized Play campaign couldn't be a success without the assistance of dedicated volunteer regional coordinators—called Venture-Captains and Venture-Lieutenants, after the regional leadership of the Pathfinder Society within the in-game world. Venture-Captains oversee large, regional areas that contain a large number of players. Venture-Lieutenants assist the Venture-Captains in their coordination efforts. Whether they're centered in the same city or a smaller suburb near the population center, Venture-Lieutenants serve as the right-hand person in assisting Venture-Captains. Both of the volunteer campaign leadership positions play a vital role in assisting local players with both home and store game days. Additionally, they work with local and regional convention coordinators to help schedule Pathfinder Society Organized Play games, to offer product prize support and special Pathfinder Society Organized Play

limited Chronicle sheets for qualifying conventions, and to assist in the recruitment of local Game Masters.

Feel free to contact your local Venture-Captain or Venture-Lieutenant at the email provided next to their name if you have questions about private or public game days, regional events and other play opportunities, if you want to know how you can help out with expanding or growing Pathfinder Society Organized Play in your area, or to suggest a game store or convention at which you'd like to see Pathfinder Society Organized Play events offered.

Following is a list of all Venture-Officers at the time of this guide's release (this document will be updated periodically as more coordinators are named).

If you don't see a Venture-Officer listed for your region and feel you would make a good addition to the Pathfinder Society Organized Play volunteer team, please contact the Pathfinder Society campaign staff at mike.brock@paizo.com to find out what's involved and to apply for a position.

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EYES

WEAPON			ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE	

☒ CLASS SKILL *TRAINED ONLY

CONDITIONAL MODIFIERS:

LANGUAGES:

AC ITEMS	BONUS	TYPE	CHECK PENALTY	SPELL FAILURE	WEIGHT	PROPERTIES
TOTALS						

[illegible]

11

11

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[illegible][illegible]

EXPERIENCE POINTS	FAME
	/

TOTAL FAME

CURRENT PRESTIGE

SPELLS				
SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
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CONDITIONAL MODIFIERS

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